CONTEST!! STREET FIGHTER 2 WINNING NUMBERS INSIDE!!

SNEAK PEEK AT SUPER NES CD-ROM AND COLOR GAMEBOY!

NINTENDO • SEGA • SUPER NES • TURBOGRAFX-16 • GENESIS • GAMEBOY • GAME GEAR • LYNX • NEO-GEO • ARCADES

ELECTRONIC GAMING MONTHLY

TURTLES 4: 16-BIT ARCADE ACTION!!

1992 VIDEO GAME PREVIEW ISSUE!

ALIEN 3 • BART'S NIGHTMARE • STG
ROBOCOP 3 • BLUES BROTHERS
THUNDER SPIRITS • GODZILLA 2
WINGS 2 • EQUINOX • DIE HARD
EVANDER HOLYFIELD BOXING
HOME ALONE 2 • GUNFORCE
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SONIC 2: PLAY THE CART, CD-ROM AND ARCADE!!

$4.95/$5.95 Canada/£1.75
March, 1992

03
0 14302 74874 4

THE TURTLES HAVE TAKEN NEW

1 *Raphael decided to start using his head when he fought. So after a year of grueling training, he has hard-core head butting down to a science with his power drill attack.*



2 *Splinter taught Leonardo that the best defense is a sharp offense. So Leo learned to get the edge with a cyclone sword spin that slices Shredder's soldiers down to size.*

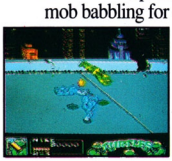




Manhattan's crime rate is up. Two thousand feet to be exact. Because Shredder has ripped the island from the face of the Earth.



Splinter has taught the turtles some most excellent new moves that'll have Shredder's mob babbling for weeks. And for the first time ever, you can practice your new ninja warfare on each other in the two player mode as you face a never before seen eight level test of turtle power for your NES.™

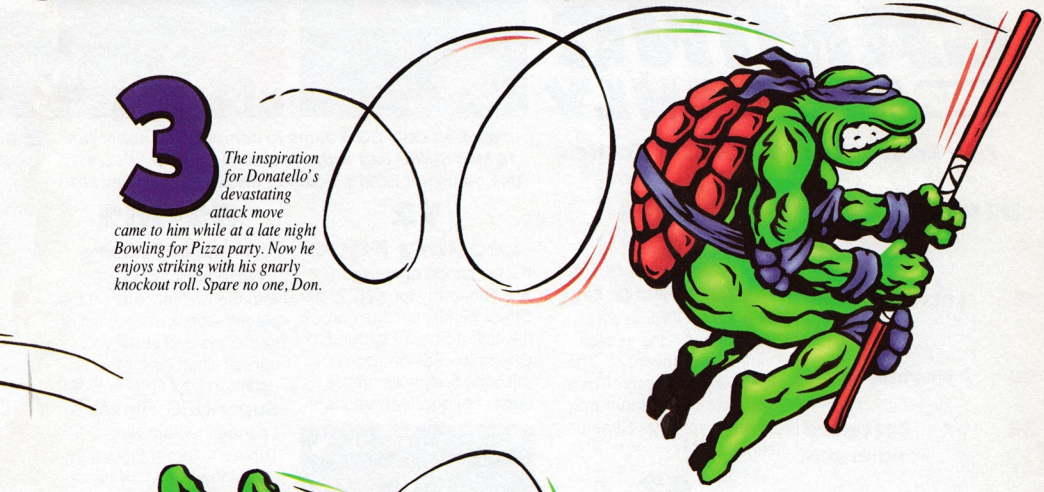


Battle for survival on surfboards, battleships, blimps, star destroyers, and in the seediest parts of Manhattan where even a respectable reptile wouldn't wander.

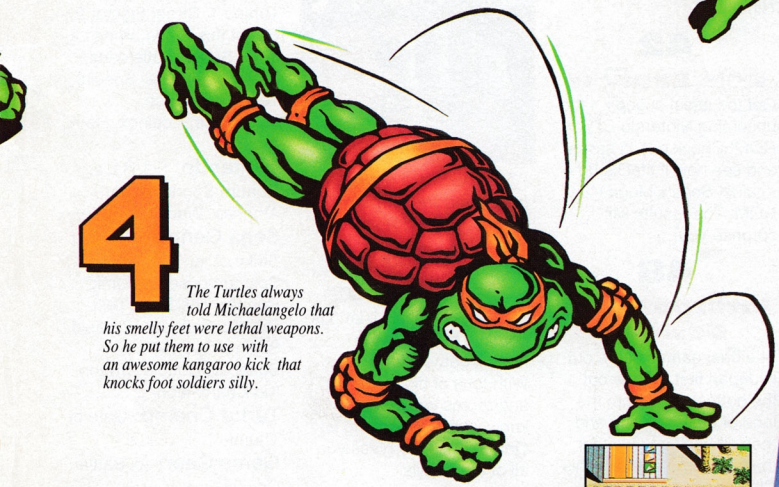


STEPS TO FIGHT CRIME.

3 *The inspiration for Donatello's devastating attack move came to him while at a late night Bowling for Pizza party. Now he enjoys striking with his gnarly knockout roll. Spare no one, Don.*



4 *The Turtles always told Michaelangelo that his smelly feet were lethal weapons. So he put them to use with an awesome kangaroo kick that knocks foot soldiers silly.*









Fortunately, when the going gets tough you can change turtles in the heat of combat, just like the tastiest of tag teams. It'll take all of the fab four to shred a slew of slugs like Leatherhead, Rahzar, Groundchuck and Tokka.

So team up with the Turtles and stop Shredder from holding up three million dudes and dudettes.

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CIRCLE #146 ON READER SERVICE CARD.

MARCH, 1992 • VOLUME 5 • NUMBER 3 • ISSUE 32

ELECTRONIC GAMING MONTHLY

The Last Word On Video Games





It's here!! Only EGM dares to compare the super hot 16 Meg S-NES cart with the arcade coin-op.! See why this game got EGM's Game of the Show (CES) award!!

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CES Wrap Up

The Winter CES is over. Who showed the widest variety of software? ...The newest technology? There was one clear winner but which company - Sega or Nintendo?

42
EGM Express

Get the latest scoop on the upcoming Nintendo CD-ROM! Check out its specs and see how it stacks up against Sega's Mega CD-ROM. The results will surprise you!

48
International Outlook

The best games come out in Japan first. Scope out the hottest carts from the land of the rising sun and then sit back and wait for them to come out here this Christmas!



Turtles 4 is one of the best S-NES games ever!

72
Leading Edge

It's the scoop of the year! Are you ready for a NEW Street Fighter arcade game? It's called Street Fighter 2: Champion Edition. Don't miss the first news on this super hot quarter muncher!!



The toads are back! See how good they look on the S-NES!

166
Super Play

Super Adventure Island is going to be one of the hottest games this winter. With tons of hidden items and rooms you'll want to know where everything is! Only Super Play gives you all of the details.

COVER:

It's our best issue yet! We're back from CES with our suitcases loaded with the hottest carts of 1992! What we couldn't bring back we thoroughly documented on over 1,800 photographs taken at the show! Where do you get the first and best CES coverage - only EGM!

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Fact Files:

We're back from CES with the hottest carts on the planet! Check out our list of Fact-Files and see if you agree!! Then go for the details inside! Only in EGM!

Super-NES Times: Teenage Mutant Ninja Turtles 4, Street Fighter 2, Out of this World, Wings 2, STG, Super Battletoads, Bart's Nightmare, Special Tee Shot, Space Megaforce, Equinox, Hook, Arcana

Nintendo: F-1 Race, Quattro Sports, Race America, Wacky Races

Sega Genesis: Desert Strike, Alien 3, Splatterhouse 2, Atomic Runner, The Duel: Test Drive 2, Evander Holyfield Boxing, Sports Talk Baseball, Double Dragon, Kid Chameleon

Turbo Champ: Gate of Thunder

Game Gear: Ax Battler, Crystal Quest

Atari Lynx: The Guardians: Storm Over Doria

GameBoy: Pit Fighter, Batman: Return of the Joker

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Advertiser Index

THE TERMINATOR™

Welcome to Post-Holocaust Los Angeles in the year 2029, where mutant robots pilot their crafts through the blood-red sky, hunting down human beings that once dominated this wasteland.

Just like the movie, you assume the role of Kyle Reese, a time traveller from the future who returns to modern-day L.A. to protect the life of Sarah Conner - the beautiful woman who holds the key to the survival of the human race.

Your mission: Outwit and outmaneuver a brutal killing machine known as the Terminator. He's big, he's bad and he's virtually unstoppable - let's hope you're smarter!

FEATURES:

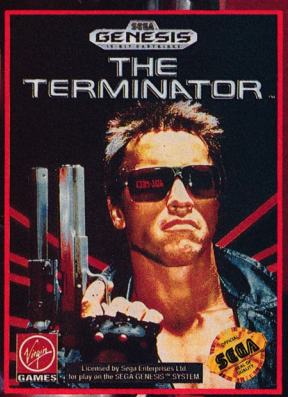
- Movie-like soundtrack complete with realistic sound effects
- 8 MEG of futuristic firepower

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SEGA GENESIS 16-BIT CARTRIDGE

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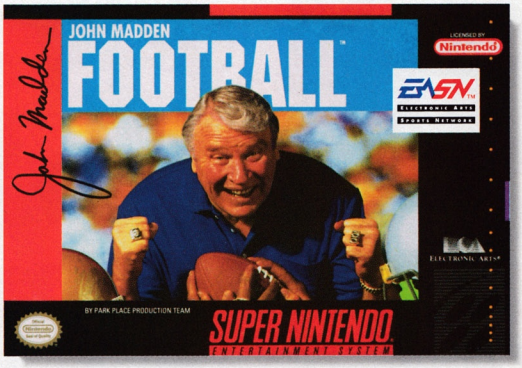
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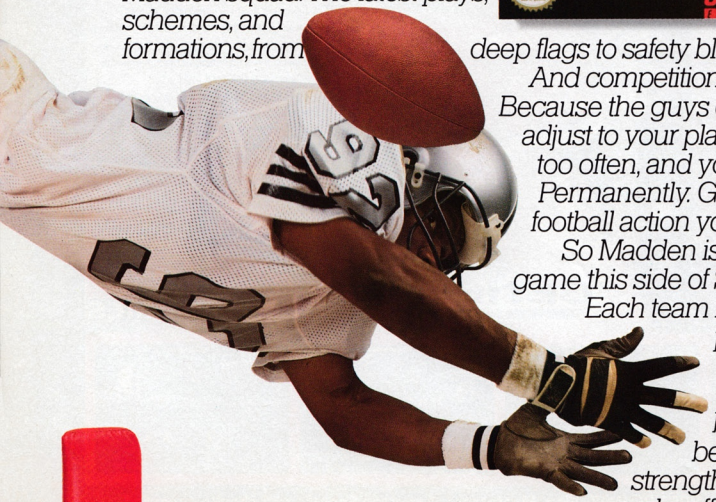
CIRCLE #115 ON READER SERVICE CARD.

THE GREATEST PLAY IN FOOTBALL HISTORY.



Get ready to tackle the ultimate Super NES™ challenge. John Madden Football.™ It doesn't get any tougher than this. Madden delivers the most guts ever in football. Twenty-eight pro teams plus an All-Madden squad. The latest plays, schemes, and formations, from deep flags to safety blitzes.

SUPER NINTENDO ENTERTAINMENT SYSTEM



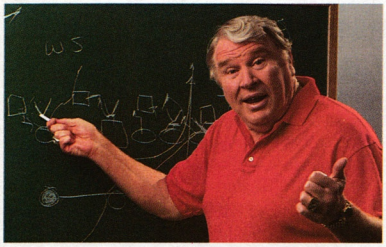
And competition that's sure to be a smash. Because the guys on the other side of the line adjust to your playcalling. Call a play once too often, and you'll get planted in the turf. Permanently. Giving you the most intense football action you can get.

So Madden is flat-out the most realistic game this side of Sunday afternoon.

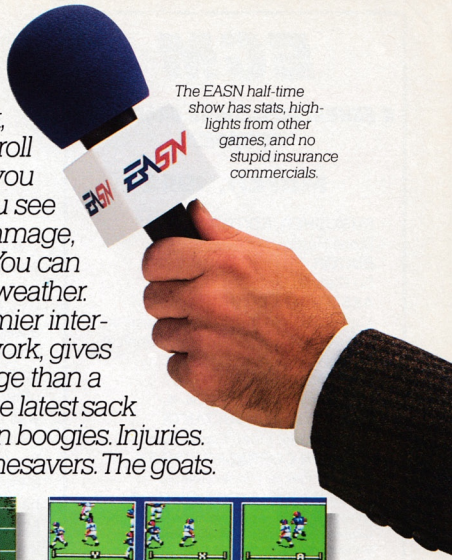
Each team roster is packed with 35 pros, each man rated on six different attributes. Some are more durable; others, better on grass; others, better in mud. Play to their strengths, and you'll make it to the playoffs.

Besides calling the shots, you have more moves than a cheerleader. Take your running back, for example. You control every spin, cut back, dive, you name it. Use the "oomph" button to steamroll for a first down. If you don't like what you see at the line of scrimmage, you can audible. You can even choose the weather.

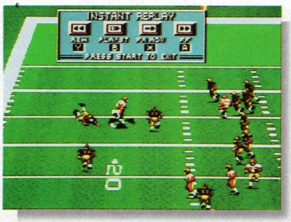
EASN, the premier interactive sports network, gives you better coverage than a nickel defense. The latest sack dance. Touchdown boogies. Injuries. Penalties. The gamesavers. The goats.



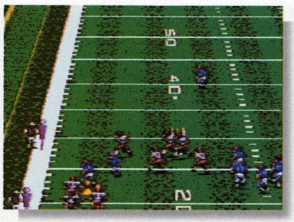
You get over 100 plays drafted right out of Coach Madden's own playbook. And all of them are right onscreen for easy playcalling.



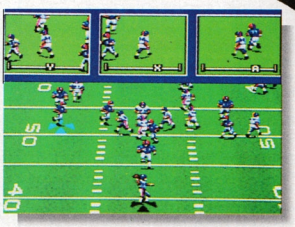
The EASN half-time show has stats, highlights from other games, and no stupid insurance commercials.



Talk about in your face. With its Mode 7 Roving Camera, EASN's instant replay pans anywhere on the field.



Play on the only Super NES 3-D scrolling field, enabling you to read defenses like a book and spot holes quicker than a rabbit.



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EGM

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March, 1992

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CES IMPRESSIONS...

We're back from the Consumer Electronics Show and it was a real treat to be able to have the opportunity to play all of the new carts that the companies are working on. While I have been attending all of the shows since video games started way back in the 1970's, each one turns out to be a new experience. There always is new technology, peripherals, accessories and of course, tons of games. This show was probably the best yet. With the 16-Bit wars starting to really heat up it is interesting to sit back and see how the major players stack up against each other. Last summer it was Sonic vs Mario and the Super Nintendo and this time it was quite different.

Nintendo really came out swinging. Their licensees have been working long and hard trying to improve on the first generation of Super Nintendo games. It was easy to see that they have done their homework as this new generation of carts have very little slow down or flicker. Programmers are trying new things with the Mode 7 and some of the games we played are setting new standards of excellence. Turtles 4 by Konami has your player throwing the enemy out of the screen towards you! Out of this World by Interplay makes extensive use of filled polygon graphics in a story book like adventure. Of course there are the arcade games, no CES analysis would be complete without mentioning the spectacular Street Fighter 2. Not only is it the worlds first 16 megabit cartridge but this super soft is probably the best arcade to home system translation ever made. It is that good! Throw in other hot titles like Super Battletoads, Contra 3 and Bart's Nightmare and we can say now that this system is really starting to evolve into a Super Nintendo Entertainment System. If that impressive line-up of software wasn't enough to dominate the show, Nintendo quietly dropped the bomb on the competition by announcing the specs to their new CD-ROM peripheral. Specs can be deceiving but with 8 meg of memory, full motion video capability and a coprocessor it sounds impressive. The best part...Nintendo says it will only cost $200!!

NEC/Turbo Technologies wasn't on the floor but they had a very impressive display of titles which they plan to bring over from Japan as soon as they get up and running (April 1, 1992). They also confirmed that they will make a U.S. equivalent to the PC Engine Duo in addition to releasing a new Super System card to play the new Super discs. Behind closed doors they were showing their not to secret 32 bit machine.

Sega, historically, never has a lot to show at the January event. Such was the case this year. The Mega CD was behind closed doors and the cartridge games were basically updates of some of the older sports games. Holyfield has his name on a new boxing cart, the baseball game has a nonstop voice like their Joe Montana football and there is a new D & D RPG. No Sonic 2, no Batman 2, no Phantasy Star 4 and no mention of new things to come.

The Neo-Geo booth was buzzing with activity as SNK had a few spectacular carts to show. Last Resort, Fatal Fury and Andro Dunos had constant lines of people waiting to play these games. This is going to be one hot system this year.

Overall, the show belonged to Nintendo. They had the carts, the technology and the wherewithal to open the R & D doors a crack to show everybody what was coming out in the future! If they say they will sell 6 million systems this year, they just might do it with a line-up as good as we saw, and this is only the first 6 months of 1993! I can't wait to see what they will have in June!

Ed Semrad
EDITOR

TERMINATOR 2™ JUDGMENT DAY ON NES™ & GAME BOY®

T-800 DATA FILE/READ ONLY

1997: THOSE WHO SURVIVED THE THERMONUCLEAR DESTRUCTION CALLED IT JUDGMENT DAY...BUT THEY LIVED ONLY TO FACE A NEW NIGHTMARE: THE WAR AGAINST THE MACHINES.

2029: SKYNET, THE SUPER COMPUTER THAT CONTROLS THE MACHINES, SENDS A T-1000 TERMINATOR BACK THROUGH TIME. IT IS PROGRAMMED TO TERMINATE JOHN CONNOR BEFORE HE BECOMES THE LEADER OF THE RESISTANCE!

IF IT SUCCEEDS, HUMANITY IS HISTORY.

NO FATE BUT WHAT YOU MAKE ON NES™:

You are a T-800 terminator. ***It's a T-1000.*** You carry a lever-action Winchester. ***It's invincible.*** You have on-screen target search displays. ***It's made of liquid metal.*** You have 10 barrels of high-explosives. ***It is the ultimate weapon of destruction!***



Destroy Skynet defenses in the future.



Red line young John Connor to safety!



Lend a hand to the Resistance—destroy the terminator endoskeleton.

FIGHT IN THE FUTURE...SAVE THE PAST ON GAME BOY®:

First battle titanium hyperalloy T-800's as the John Connor of 2029. Then, enter SKYNET, capture your own T-800, and become the Harley riding, grenade firing, terminator of today!



The battle for tomorrow begins today...with you!



These bikers are tough, but they ain't seen nothing like a T-800!



Can you take the heat? Destroy the T-1000!



Save humanity and terminate the T-1000 with T2 on NES™ and Game Boy®. "Hasta la vista, Baby!"

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This is the first multi-event game ever for Sega® Genesis.™ This is eight world-class winter events in one awesome package.

This is *Winter Challenge.*™

Shoot down the icy straightaways in a bobsled or on a luge. Set fire to ice as you shatter speed records on skates. Feel the rush of adrenalin as you fly past gates in the giant slalom. Touch the sky in the ski jump competition—but keep those tips up or you'll end up using your face for brakes.

Experience the emotional tightrope between exhilaration and sheer terror on a downhill run. Devour frozen miles in cross-country skiing—then test your stamina and marksmanship in the biathlon.



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ENERGY.



G. SPEED.



POWER.

BALLISTIC.



Ultra-realistic graphics and digitized sounds and music make it totally Ballistic. Up to ten players can compete against each other for the gold. Tournaments in progress and high scores can be saved for the challenge of a new day. VCR-like replays allow you to relive the thrill of victory and the agony of defeat.

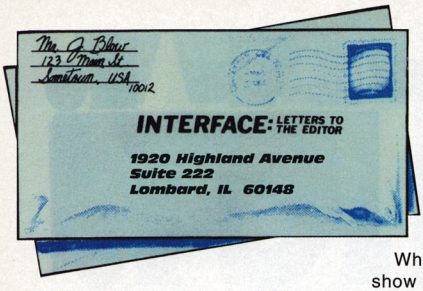
This is power. This is energy. This is *Winter Challenge* from Ballistic. Anything less is in hibernation. To order, visit your favorite retailer or call 1-800-245-7744. Also available for the IBM PC.

BALLISTIC™



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CIRCLE #201 ON READER SERVICE CARD.



INTERFACE: LETTERS TO THE EDITOR

Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Due to the high volume of mail received we regret that individual letters can not be answered.

MEGA CD QUESTIONS...

I can't wait! After reading your great Mega CD article in the February issue, I can't wait until July. I am happy that I didn't go out and buy the Japanese system. Imagine those players who popped $500 for a worthless system! Thank you, thank you, thank you for printing the full story on the CD-ROM compatibility situation.

Scott Peters
San Jose, CA



The Japanese Mega CD will not play the U.S. discs!

I am seriously considering on purchasing the Mega CD when it comes out in June and for that reason I have been following your monthly articles on this peripheral. Your February story was the one which really sold me. You told me absolutely everything about the system, and went into a lot of details the competition didn't (I must admit, I get all the magazines). It was good that you were finally able to clear up the compatibility question. Now what about the U.S. software?

Jim Carlten
Houston, TX

What's with the metal plate you show connected to the Mega CD? Does it serve any special purpose? There was a cable you mentioned that goes into the back of the Mega CD, what does that do? Are you sure that the Japanese Mega CD won't play the U.S. discs? The other magazine's article didn't say that.

Scott Winston
Rego Park, NY

(Ed. There has been a lot of mystery about the Mega CD since it's debut last June and that is why Ed spent months digging for all of the facts. System compatibility was a major issue especially when almost $500 (U.S. mail order price) was involved. We checked and double checked the compatibility situation and even got a quote from a spokesperson from Sega . We do our best to get you the most information as soon as it is available and with sources world wide we can get info very quickly. We try to be thorough and we'll go to great extremes to get you the best data. Comparing magazines is like comparing apples and oranges. Each has it's own style. We consider the Mega CD (and now, the Nintendo CD) a very important product and we will devote whatever time, effort and space is needed to get you the full story. That is why you will see details in EGM that you won't see elsewhere.

The metal plate is used as a spacer to properly align the Genesis with the connecting post on the Mega CD. Technicians tell us that it also serves as an auxiliary heat sink (the vents on the Genesis are blocked by the Mega CD case), as after prolonged use the Genesis and Mega CD get warm. The cable mentioned, sends the stereo audio from the Genesis to the mixing input on the Mega CD. This mixer combines the audio from the Genesis with the audio from the Mega CD. Only one set of cables is then needed to send the audio out to your stereo.)

S-NES CONTROLLERS

As good as the standard controllers are for the Super Nintendo I would like to know if there are any others coming out that may be better. Having an auto fire would be nice as would be a slow motion switch. Have you heard of anything new?

Joshua Park
Gretna, LA



The Ascii Pad has auto fire for all 6 buttons and slow motion!

(Ed. As the Super Nintendo grows in popularity companies will start releasing new products. Since there are over one million systems in homes now, you can expect to see a flood of new accessories coming out this year. One controller which we can recommend is the Ascii Pad. It has adjustable auto fire controls for all 6 buttons and a switch for slow motion effects.)

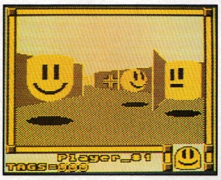


There was one Mega CD on display at the Winter CES - at the EGM booth!

Wipe the smile off this face!

(And maybe a few of your friends, too!)

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning— in first-person perspective, with 3D graphics and 360° maneuvering!



WATCH OUT! They only look happy!

Get into your Game Boy...

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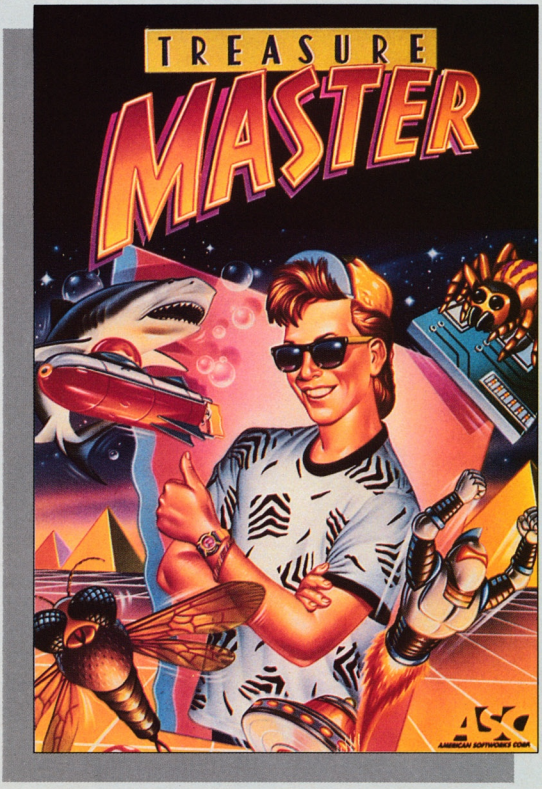
CIRCLE #124 ON READER SERVICE CARD.

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Scooter's dream starts where most games finish. After battling sharks, conquering space, surviving miniaturization, and getting lost in fantasy forest, our hero Scooter finds the treasure…**but gets to keep it!**

It's up to you to guide him there to keep your share when the Treasure Master™ vault opens with the Secret Password on April 11, 1992 12 PM EST. You and Scooter will have to be in top training to get there first because it won't be easy.

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Travel to a place where maps and roads don't exist.



You can nearly touch the treasure, but will you get there in time?

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- All air and hotel for 3 days and 2 nights, plus $5,000 spending cash.



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FANTASY SPORTS SPECTACULAR

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250 SECOND PRIZES

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Official poster-size TREASURE MASTER™ certificate

PLAY AT HOME TO WIN!

COMPETITION INFORMATION

*See official Treasure Master™ Competition Rules for complete details.

- Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1PM on April 11, 1992 or call 1-900-370-TREASURE any time during the competition period and discover the Secret Password. **Call will cost $.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.**
- This competition is open to all US residents except in those states where the competition is taxed, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.
- Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
- To be eligible we must receive your official Treasure Master™ registration card by midnight EST April 8, 1992.

For more information call

1-900-370-TREASURE

Call will cost $.50 per minute.
Children under 18 must ask their parents first.
Average length of call is 3 minutes.

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The Treasure Master™ competition is sponsored by American Softworks Corporation™, 228 East 45th Street, New York, NY 10017, which is solely responsible for the awarding of all prizes.

The decision of the Treasure Master judges shall be final and binding on all matters relating to this competition.

Nintendo of America, Inc. is neither a sponsor of nor affiliated with the Treasure Master competition and expressly disclaims any responsibility for the conduct or administration of the competition.

CIRCLE #143 ON READER SERVICE CARD.

TURBOGRAFX DUO...

I would like to ask a question in regards to NEC/America. I own the TurboGrafx 16 bit, CD-ROM, PC Engine adapter board and version 3.0 Super System Card. With discovering the world of the PC Engine and the wider variety of games and CD's, I now wonder why NEC never brought over such great titles as Far East of Eden and the Complete R-Type. There seems to be a much wider (and better) selection of Japanese games. When I saw the selection I couldn't believe it. Since you are the guys who can find out anything, what's the story?

Mark Bray
Toronto, Ontario



The U.S. version of the PC Engine Duo will be out this fall!

(Ed. There's good news Mark! NEC has joined forces with Hudson to form a new company called Turbo Technologies. This new company plans to draw more heavily from the Japanese market and the sequel you requested - Far East of Eden 2 will be translated and brought out for the new U.S. version of the PC Engine Duo. Other great carts and CDs are also on their way to the U.S. You will definitely want to check out our special 32 page bonus CES mag, packaged along with this issue) for a more thorough listing. This new company will begin operation on April 1, 1992 and the games should be starting to appear this summer. Your set-up is quite innovative, and for others who want to have something similar, Turbo Technologies has announced that a U.S. version of the Super System Card (version 3.0) will be coming out very soon. This will allow the TurboGrafx to play the new Super System discs.The U.S. version of the PC Engine Duo is scheduled to be out this fall.)

S-NES STREET FIGHTER 2

You have said that Street Fighter 2 will be coming out for the Super Nintendo. Since it is my favorite arcade game I am very interested. I would like to know if it will look as good as the arcade version? Will you be able to pick from all eight different warriors? And will you get to use all of the special moves for each fighter? By the way, your Street Fighter 2 section really helps me kick butt now! Now I know why you are the number one magazine for detailed arcade coverage!

Andrew Simmons
Arangelridge, SC

I am a video game freak, and I love your magazine! I have two questions to ask you. The first one, In Final Fight what ever happened to the third character besides Cody and Haggar? I mean from the arcade version. Why did Capcom take him out of the S-NES version?

The second one. Can you give us an update on Street Fighter 2 for the S-NES?

Michael Thompson
Dallas, TX



Is this the arcade or S-NES version of Street Fighter 2? Turn to page 84 for the answer!

(Ed. Hundreds of letters each week are pouring in about Street Fighter 2. It is good to hear that players are going out and using the information that we published in our special Street Fighter 2 Guide. For more updated information on how the Super Nintendo version compares to the arcade game, don't miss our special fact file on page 84 where we run the exact same move on both versions. This way you can see how good the 16 meg wonder really is! Again, this is the detail that you want, and you only get it in EGM!

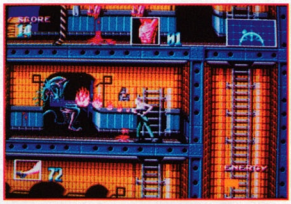
Even though the version we got to play was only an early alpha version, all of the characters were programmed into the game, and you will be able to do all the special moves! A special controller is seriously being considered by Capcom however we had no problem using the 6 buttons on the standard S-NES pad.)

16-BIT WARS...

Well the war of the 16-Bits between the Turbo/Genesis/S-NES has begun. I would like to know who had the most sales over the Christmas season.

Also is it true that Aliens 3 will be coming out for the Genesis? And will Acclaim, Sunsoft and Data East will be making games for the Genesis?

Pablo Ayala
Acapulco, Mexico



Alien 3 is on it's way for the Genesis!

(Ed. Actual sales numbers for the game systems are nearly impossible to obtain. While each company published their own numbers, verifying them is not possible. For example Nintendo has stated that they sold 2.1 million Super Nintendo's in 4 months and they are in first place. Sega states that they sold out their inventory and that their installed base is nearly 3 million systems. They say they are in first place. Who really is the leader? Probably Sega but that can't be confirmed. Nintendo says they will sell 6 million S-NES this year!

As you can see, from the photo Alien 3 does exist and will be coming out soon from Arena (just recently purchased by Acclaim). Acclaim (under the name Flying Edge, Data East and Sunsoft will be bringing out Genesis carts this year.)



Mega Man 4... Like Nothing Before



Crash the party at Dr. Cossack's citadel.



Toad Man will have you hopping.



Rise to new heights with the Balloon adapter.

New Enemies like Dr. Cossack. ***"Cruel!"***
New Weapons like the Mega Buster. ***"Devastating!"***
New Robots like Toad Man and Skull Man. ***"Gnarly!"*** Devices like Balloon adapters and Grappling hooks. ***"Handy!"***
Get Mega Man 4—The rest were just warm-ups. ***"Really!"***

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CIRCLE #139 ON READER SERVICE CARD.

PASSWORD PROBLEMS..

I am writing to register a complaint about two third party games issued for the Sega Genesis -- King's Bounty (Electronic Arts) and Battlemaster (Arena). Both of these games have the same fatal defect -- long passwords are given to the player in an illegible type font. This font additionally doesn't not resemble the type font the player later uses to enter the password in an attempt to reenter the game. In the case of King's Bounty, there are about 7 or 8 characters in the former type font which can be confused with others, and the characters are scrunched up against each other; in Battlemaster, the whole font is only semi-legible, and there are also several characters which resemble each other. But the real killer is the lack of resemblance between these fonts and the ones used for entering the password; there can be no learning curve if one always enters an invalid password and has no idea, or means of finding out, what he did wrong. It is also highly insulting to the player that the fonts for entering the password in both games are highly legible, implying that they could have made others if they had bothered.

William Michaels
Hopewell, NJ



Illegible password letters in the Genesis game - Battlemaster?

(Ed. You're right William. Not only are the passwords unbelievably long but they are very difficult to read. While long passwords, many times, can't be avoided because there are so many different variables in the game, the font is easily controllable. In this case we agree that these companies could have picked a more legible font. Hopefully by reading this, they will pay more attention in the future.)

TURTLES 4...?

Let me start by complimenting you on your increasingly better coverage of the Super NES. When it premiered you dumped on it but now you seem to have taken a heavier liking to it.

Well I just bought the January '92 issue and I was blown away by the sterling coverage of everything! Being a fan of the Ninja Turtle games, I loved your in-depth review of Turtles 3. No other magazine came close to such a cool preview of what looks to be a HOT game! I can't wait to get it.

Now with Turtles 3 done, what do you have to say on Turtles 4? Is it really coming out for the Super NES? Will it be unveiled at the Electronics Show? If so, please show pictures! Anything you could tell the readers about Turtles 4 would be great, especially if it's a two player game!!

Chris Leder
Carol Stream, IL



Turtles 4 on the Super Nintendo is the best version yet!

(Ed. You want it...you got it!! Yes it was at the CES and we couldn't tear ourselves away from it! You bet it is a two player game and there is no sign of flicker when the action gets intense. New moves, great graphics, super sound, cute animations, and even a new use for the scaling function! In this, if you do the right move, your player can grab an enemy and throw him off the screen -- not to the left or right, but he comes towards you - out of the screen! It's a new idea and very well done! For the largest and best coverage of this cart check out our super two page preview fact-file on pages 82 and 83 in this issue! All of your questions will be answered there!)

SUPER BATTLETOADS...?

What's the story about Super Battletoads by Tradewest? Quartermann talked about it issues ago and you haven't shown anything yet. I thought you were the guys who always got the pictures first? Don't let me down!!

Gabe Pona
Hamilton, Ontario



Super Nes Super Battletoads is on it's way!

(Ed. As part of our editorial policy we always try to get photos to back up anything we talk about in the magazine. Getting a picture of Super Battletoads was difficult but we finally got to see the game at the Consumer Electronics Show. Even though only one level was finished, what was there looked hot! There are new super moves and, of course, it is a two player cooperative game if you so desire! Since we had our cameras we made sure to get tons of pictures of this surefire hit! Check out our special preview fact-file for lots of screens on page 88.)

WHERE IS SOLSTICE 2...?

Several issues ago you talked about a sequel to the popular Solstice game. I believe you had it in your International section. The rotating screen trick looked different. Can you follow up on this?

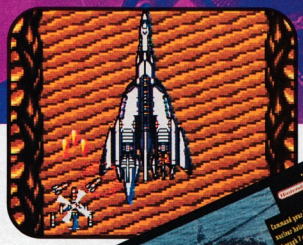
Paul Kravitz
Fortuna, CA

(Ed. We are pleased to report that the sequel to Solstice is definitely scheduled for release here in the U.S. We just got a partial copy of the game and it is everything that you say! The rotation of the screen to follow your moves is revolutionary! Check out our exclusive coverage of Equinox on page 94.)

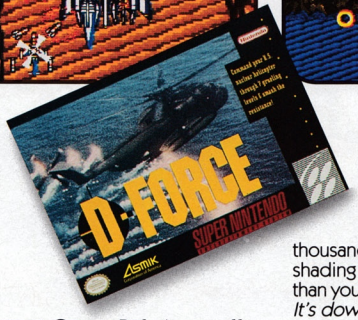
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"Very intense helicopter shooting action!"
Electronic Gaming Monthly

16 Bit High-Tech Warfare!
You've got the fastest bird to be had, but we're not sure you can handle it. If you succeed, you'll roam six countries on your search for a powerful oil-rich Mid-Eastern Dictator. If you bail like those before you, we'll all be learning a new language soon.

Not Your Ordinary Nuclear Chopper!
But we're not looking for your average rocket jockey either. You're in command of the latest Nuclear Apache. And you've got 7 bone-crushing levels to prove yourself. Or rather, protect the American way of life.

Hottest Game-Pak Around!
With selectable weapons, quick zoom, 16 Bit Super NES™ graphics, and the largest available game-pak(8 MEGS), we don't want to hear any whining. D-Force utilizes thousands of colors and special shading effects, giving you more than you've ever seen on the NES.™ *It's downright unforgettable!*

Can You Handle the Heat?
You've got the hottest hardware out there. If you think you're quick enough to use it, you're ready for D-FORCE today!

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CIRCLE #160 ON READER SERVICE CARD.

"And it isn't Toto, either, you fool," I snarled at the science officer. But I had this sinking feeling. We'd just completed planetary mining operations. Time to return to base and trade for weapons and some equipment (hmmm, maybe better shields?). I was half musing about the mission to save the universe. Half thinking about *Darlene-ß,* a Denebian clone I'd met last run in.



9 unique alien races, each with their own language and culture.



270 star systems and 800 planets, 8 Ultra-Compression™ megs with battery backup.



Unload your starship's arsenal in real-time combat against alien warships.

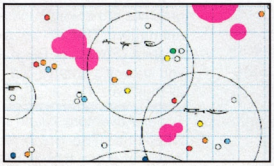
We'd been out for days, exploring 270 star systems and 800 planets. Having hit everything from

A Binary Systems game converted for the Sega™ Genesis™ by BlueSky Software. Sega and Genesis are trademarks of Sega Enterprises Ltd.



jungles to deserts, oceans to icescapes. And weather that went from awful to worse. We'd met seven of the galaxy's sentient species but these guys were different. They had to be one of the other two. Of course, I'd never finish the mission unless I parleyed. But I had only seconds to decide. Besides, I've always had an itchy trigger finger.

Visit your retailer or call 1-800-245-4525 anytime.



Starmap, clue book and mission guide included. Plus a special addition in the manual from Robert Silverberg.



SEGA GENESIS

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REVIEW CREW



GAME OF THE MONTH

This month's Game of the Month goes to the long awaited 16 bit version of Zelda 3. This outstanding game faithfully continues the tradition and game play that we loved in the first two versions and adds new and improved 16-Bit graphics, excellent audio and a quest which averages a good 100 hours! You had better get your copy of the game reserved now as this super cart will be in very high demand!



STEVE Having come back from the CES with tons of new carts, the boss is knee-deep in great softs. He says Turtles 4 is hot!



ED Having finished up with his Mega CD article, Ed is now hot on the trail of the elusive Nintendo/Phillips CD-ROM!



MARTIN Though Martin was disappointed that he didn't see Axelay at the CES, he was content to have Gate of Thunder!



SUSHI-X Sushi-X pitched his tent in the Capcom booth and completely dominated the Street Fighter 2 S-NES game!

Super NES - Hudson Soft

SUPER ADVENTURE ISLAND

Theme: Action Available: Mar.
No. of Levels: 20 Megabits: 8



This16-Bit installment of Hudson's greatest adventure series is due to hit the stores soon. Your girl has been turned to stone by an evil warlock and you have taken it upon yourself to rescue her from her grisly fate. Challenge 20 different areas filled with vibrant colors and hidden power ups - 16-Bit style! Armed with a stone axe and wicked boomerang, you will face several enemies on your way to the warlock's lair.

I like what Hudson has done to revamp many of the original concepts of the Adventure Island series to get this title up to 16-Bit speed. While there are some problems in the execution of the title, and many of the most important features remain 16-Bit enhancements of the 8-Bit title, there is enough to warrant purchase.

Hudson pulled out all the stops when they developed this super cart! Not only does this 16 bit-wonder retain all of the fun of the previous carts, but it goes beyond what was done in the past by adding spectacular graphics, a longer quest and some of the best music ever to come to to a home video game.

Master Higgins is back for his best adventure yet! This is the best looking and sounding Adventure Island ever. The graphics are colorful and feature excellent animation. The music is done by Yuzo Koshiro (Streets of Rage & Act Raiser) so you know it's great! Solid game play ties it all together!

Super Adventure Island is a great Super NES title! The graphics are superbly drawn and are accompanied by a smashing sound track by the same mastermind who composed the Streets of Rage music. For great side scrolling adventure, here is a game to play. If the controls were better, it would be a nine.

Super NES - Data East

JOE & MAC

Theme: Action Available: Mar.
No. of Levels: 24 Megabits: 8



Anybody who is anybody remembers Caveman Ninja in the arcade. Now you can play it at home on your Super Nintendo Entertainment System as Joe & Mac! This is a two-player simultaneous game, something the Super NES lacked at first, and uses the highly advanced graphics processor of the SNES to create large enemies that can fill over two screens. Two players can cooperate or compete!

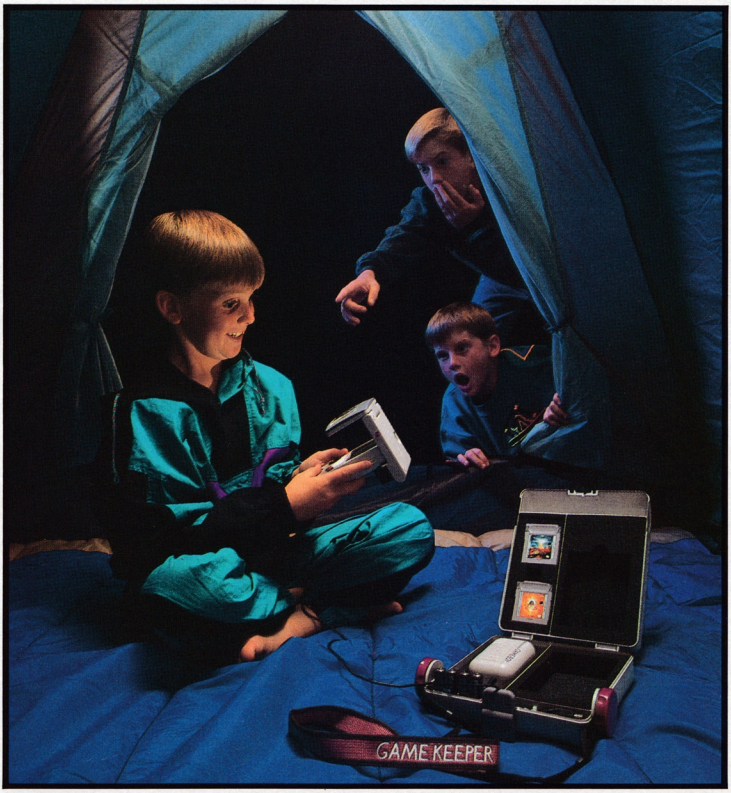
I really enjoyed the visual appearance of this game. Although the overall concept has been somewhat overdone, the new look and feel that Joe and Mac possesses makes it stand apart from the crowd. There are many shortcomings to the play, but if you're an action fan who enjoys good looks, then this one's a winner!

It is good to see that companies are starting to make games that are fun to play. Joe and Mac, besides being one of the best two player simultaneous games, has some of the most humorous animations to date. This great game is fun for all and, with the bonus rooms and secret levels should offer plenty of challenge.

Joe and Mac is kind of a let down. The graphics are incredible but the animation is somewhat choppy. It looks like they're going through a hidden strobe light. The game play is fine, but it's too easy. I was at the end-boss after a couple of plays. They also took out the R-Type style power-up of the weapons.

I am sad to say that Joe and Mac is not nearly as fun as I thought it would be. While the graphics are fun to look at, the control is not the best I've seen on the Super NES, and leaves a bit to be desired. The sound is excellent, of course, but without the game play, even a 16-Bit cart is average.

Light Boy is Bound to Attract Attention



The campfire has died and the marshmellows have been roasted. Now, thanks to **Light Boy**, the fun really starts! All my Game Boy equipment is safely stored in the Light Boy GAME KEEPER, which is great for on-the-go gamers, like me.



The Vic Tokai Light Boy is too cool. Not only does it magnify the LCD screen 1-1/2 times, but it also comes with batteries! And unlike other accessories, Light Boy has replaceable lights, so the fun goes on forever! It's no wonder **Light Boy** is bound to attract attention.

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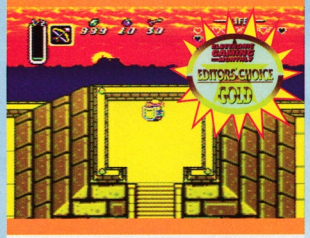
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CIRCLE #125 ON READER SERVICE CARD.

Super NES - Nintendo

ZELDA III

Theme: Adv. Available: Mar.
No. of Levels: NA Megabits: 8



Follow the further adventures of Link, hero of Hyrule, in his new 16-Bit extravaganza! Agnim, the new powerful wizard in town, has placed Princess Zelda and Hyrule under a spell of Darkness. As Link, you must explore the two sides of Hyrule, Light and Dark, to rescue her. Gather many mystical items and learn several spells to overthrow the evil Agnim. Zelda III features the classic battery back up for avid gamers.

Ed: This game lives up to all of the expectations one could have in a Super NES sequel. Like Super Mario World, however, Zelda 3 may disappoint some who expect radical changes in the overall play mechanics. No such luck here, but for a solid adventure title filled with lots to do, you can't do much better than Zelda 3.

Sushi-X: Wow! This is the closest a game has ever gotten to a perfect 10. Everything except the graphics gets the best score possible. Unfortunately, Nintendo let us down when it comes to the graphics as there is nothing spectacular here. Still, this is the best available and one which everybody should (and will) want to buy!

Scary Larry: Zelda 3 is one of the best video games that I've played in years. The graphics aren't the best for the Super NES, but they are an improvement over the first two games. The game play is absolutely awesome. Tons of items to find and a super long quest, I love it! Yet, the game does seem too easy when it's in English.

Al Manac: Zelda III: A Link to the Past is a brilliant masterpiece from Nintendo! This game surpasses the first in every respect, right down to the last detail. While the game gives out far too many clues to completing the quest along the way, the game is awe-inspiring. I can hardly wait for the next chapter in this epic!

Super NES - Ocean

THE ADDAMS FAMILY

Theme: Action Available: Mar.
No. of Levels: 8 Megabits: 8



They're crazy, they're kooky, and they're the the Addams Family for Super NES! Take a leap to the wild side as you control Gomez and try to rescue the rest of the Addams Family from Abigail Craven spell. This is a side scrolling action/adventure game full of surprises, power-ups, weapons and fun. Of course, Tully and the final Boss, the Judge, will be waiting for you if you manage to rescue this spooky clan.

Ed: Sure it has a great license, but how does the game shape up? It's basically your side scrolling action entry, with a theme that ties into the Addams' Family characters. Unfortunately, the action introduced very little that could be deemed new or original. If you liked the movie, you may find this title worthwhile, but I didn't.

Sushi-X: The Addams Family is a good, fun game. It has the right blend of action and adventure and is not too difficult as to become frustrating to the younger players. Very good graphics and plenty of surprises are welcome features to this excellent take-off of the popular movie. A bit too easy for the better players though.

Scary Larry: While the Addams Family was a flop for the Turbo, this cart has some cool features. I like the side scrolling Mario-type game play, but it gets repetitive rather quickly. The graphics are cool but Gomez's head is way too big for his body. The game play is good but seems slippery at times. Things could be better.

Al Manac: Wow! This is a fresh breath of air in a morbid market! The Turbo version disappointed me, but the Super NES version blows me away! It is not by any means the best game to hit the scene, but compared to great games like Big Run and Bombuzal, I will take the Addams Family! It is definitely above average.

NES - HOT-B

BLUE MARLIN

Theme: Sports Available: Now
No. of Levels: NA Megabits: 4



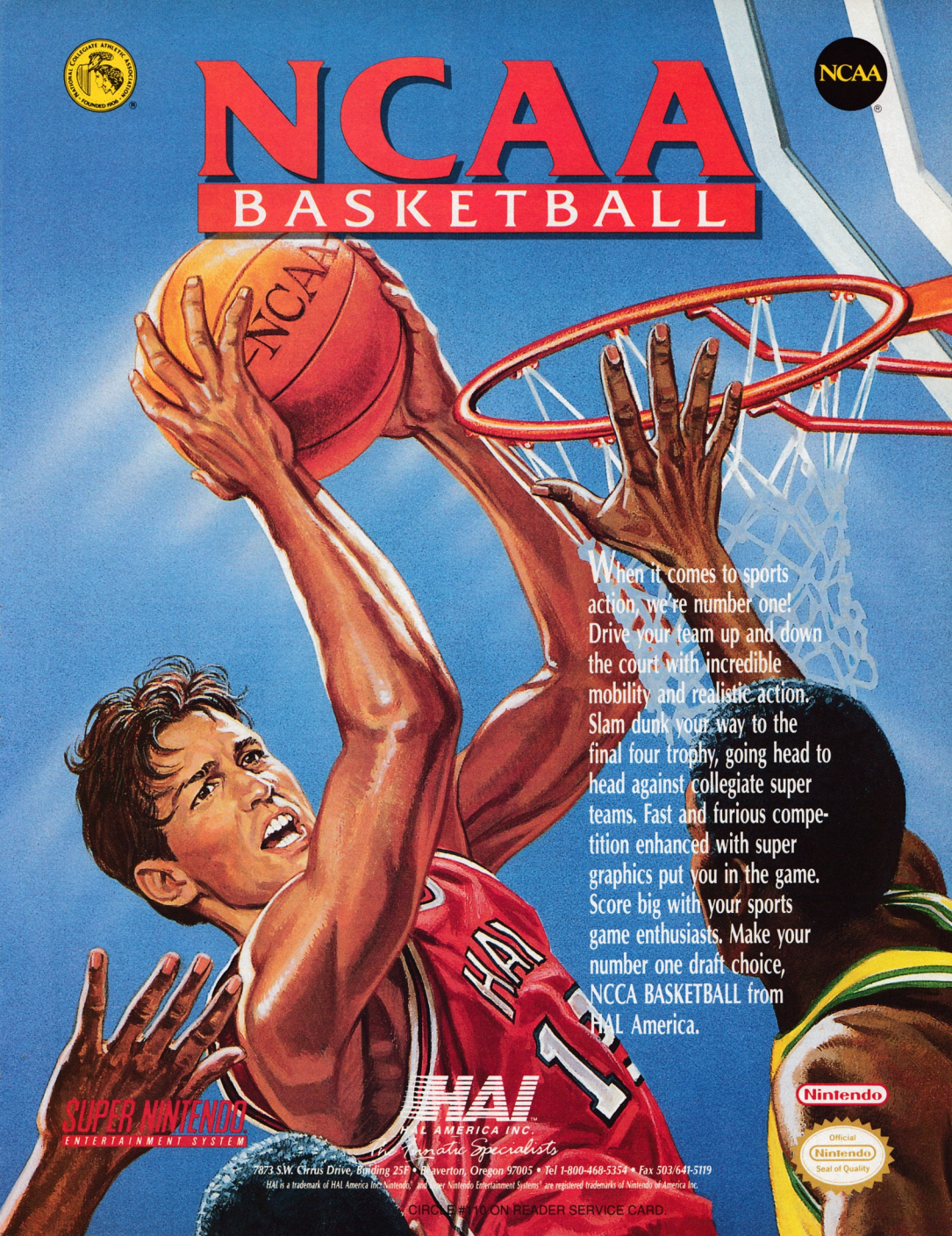
Never since the appearance of Black Bass last year has any fishing simulation ever come close to the true fishing experience. Now, HOT-B has returned with a smashing sequel, Blue Marlin! Select your line weight, lures, location and strength. Troll for schools of fish in the lake of your choice, and prepare for the fight of your life! Once you get a bite, you must pull, lock up and torque the line as you reel in your prize!

Ed: This game, like its predecessor, lacks flashy graphics or intense game play, but like more addictive titles such as Tetris, it makes up for it with play and technique that are worlds above most of the 8-Bit titles now on the market. This is great, leisurely-paced fun that will disappoint only the most battle-hardened jet jockies.

Sushi-X: While I would rather be doing the real thing, Blue Marlin is about as good a simulation as you will find on a home system. The big lunkers are out there somewhere but they are not easy to find, hook or land. Definitely an addicting game which keeps the player coming back for more. Play it just for the halibut.

Scary Larry: Blue Marlin is a good sequel to Black Bass. While a video fishing game isn't as conventional as other themes, this cart has an addictive quality to it. I'm not impressed by the graphics or sounds quality at all. Unfortunately, this isn't my type of game and I get bored with it very quickly. Fish for compliments from Ed.

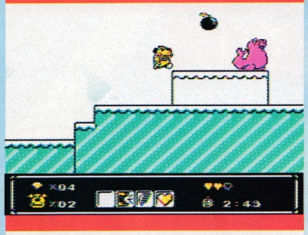
Al Manac: Blue Marlin, the sequel to Black Bass, is a marvelous fishing simulator for the Nintendo! From picking your lure, piloting your boat and casting your fishing rod, Blue Marlin will catch your attention time and time again. Raise your strength and stamina by working on smaller fish, compete with friends, what else?


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CIRCLE #110 ON READER SERVICE CARD.

NES - Atlus

WACKY RACES

Theme: Action Available: Mar.
No. of Levels: 10 Megabits: 2



Join Muttley and all of your favorite Hanna Barbera cartoon characters in the greatest race of all time, the Wacky Races! Dastardly is hurt, and Muttley (you) must rescue him! This is not a racing game despite its definitive title. Instead, it is a side scrolling action game with four different power-ups and many enemies to conquer. On top of that, you must go through 10 harrowing levels of wacky fun.

Don't know the cartoon (I'm a Ren and Stempy man myself), but the game play is totally lacking. It's another entry into the side scrolling action sweepstakes, with power-ups, risk incentives and more. There's not a lot here that can be called new, but fans of the genre, as well as younger players, will probably enjoy it.

I remember these cartoons and the game does a great job of recreating the original. All the characters are here and I think the idea of making NES games like this is a great idea as it provides a lot of clean fun and enjoyment for the younger player. It's a straight forward type of game that succeeds in it's game concept.

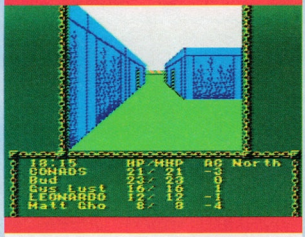
Now here's the original hot dog! You won't feel like a weenie playing this 8-Bit game. Muttley is one of my favorite classic cartoon characters and bringing him to the NES is a cool idea. The game play is pretty basic and the graphics are good, but the best thing about the game is that it is really fun to play. Is Yogi next?

This is a really cute game with cool sound effects. The graphics are funny, and the characters are well-drawn. Muttley will bring you back to your early childhood years when he snickers in his own special way. The control is good and if you loved the Saturday morning cartoon, you will like the Nintendo game.

NES - FCI

POOLS OF RADIANCE

Theme: RPG Available: Mar.
No. of Levels: NA Megabits: 4



The second in the Dungeons and Dragons series, Pools of Radiance, makes great strides over its predecessor, Heroes of the Lance. This game is played in the same overhead perspective as the mega-hit Ultima Exodus! The quest is incredibly large and complex, so it may not be ideal for younger gamers. Watch for further installments into this great epic as FCI translates new adventures from the computer classic.

I've got to admit that these games don't normally deliver real thrills for me, but this title has been put together with a much better scope than the first entry in FCI's AD&D series. From the set-up to the graphic and sound support, this game excels over the first title in almost every way, but remains a longshot in my book.

FCI, long known for creating the type of game which requires players to use their mind rather than their reflexes, has just released another very challenging cart. While not meant for joystick jocks, like Martin, if you like to use your brain once in a while this is a good game to pick up as it will provide hundreds of hours of fun.

Pools of Radiance is OK if you like running around in a maze for countless hours. I just do not like this type of game. Having poor graphics and extremely repetitive music doesn't help either. Good NES carts are definitely becoming a rare breed. This is, unfortunately, one of the majority. Doesn't look too radiant to me.

Hey, adventure lovers! Dungeons and Dragons: Pool of Radiance is here, and it rocks the socks off of its predecessor, Heroes of the Lance. The first game was inadequate, but this title really has adventure in the classic Ultima style. The overhead perspective, experience points, mysteries, clues and game play are solid.

Genesis - Virgin Games

CHUCK ROCK

Theme: Action Available: Now
No. of Levels: 8 Megabits: 8



Originally on the Amiga computers, Chuck Rock has finally come home to the Genesis! All of the cartoony graphics from the computer are beautifully translated to the 16-Bit king, along with the humor. You must control Chuck Rock through several levels of hilarious antics, trying to find your way home. Use your belly-butt attack and "Chuck" some rocks at the enemies. This is fun from the word go!

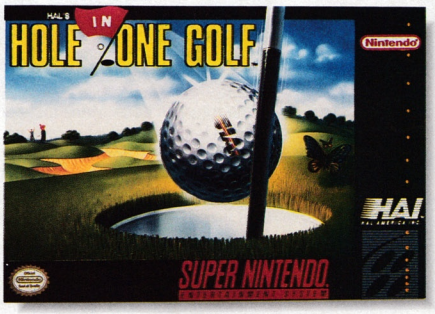
Not since Kato and Ken for the PC Engine has a game been able to entertain me while also delivering a heavy piece of game play. Chuck Rock introduces some interesting new concepts to the standard action/adventure scenario it embraces, representing one of the best such titles since Sonic. This Chuck is rock solid!

The Genesis needs more games which provide lighter entertainment. Chuck Rock is a good example of such a game as the animations are funny and well done. The quest is long enough to keep you busy for some time and it has a difficulty curve which is set perfect for the average player.

Chuck Rock is one of the funniest games that I've played in a long time. The graphics are very cartoony and there are plenty of hilarious animations. The game play could use a little fine tuning but it is still very fun to play. Let Chuck Rock stand still for a few minutes for some really funny animations.

Chuck Rock is a great game for anyone who likes action and laughter! From the moment you start, you will be laughing hysterically! The graphics are comical, and the music jams. Try and walk underneath a dinosaur if you like a real challenge! By the way, bring a gas mask and get ready for a surprise!

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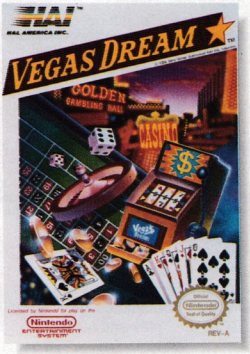
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CIRCLE #110 ON READER SERVICE CARD.

Genesis - Electronic Arts

MARBLE MADNESS

Theme: Race Available: Now
No. of Levels: 6 Megabits: 4



From the cult following in the arcade, to the Nintendo Entertainment System, to the GameBoy portable, Marble Madness has finally rolled on over to the Genesis! Control your marble as you race through six different wacky courses full of obstacles and challenges. Try the Practice Race, Beginner Race, Intermediate Race, Aerial Race, Silly Race, and finally, the Ultimate Race to reach the last goal!

While I was one of the biggest fans of the coin-op, this version, while nearly pixel perfect in its appearance, falls way short in actual game play. Like nearly every rendition, the control of this 16-Bit update is truly lacking. Together with only six rounds of play, the great looks of MM could have made this cart a winner.

Marble Madness and Q*Bert suffer from the same type of problem - control. Both games are excellent in graphics and concept but neither, in any form, for any system, could get by the quick frustration which comes when you move the control in the direction you want it to go and then it goes off in a slightly different direction.

Marble Madness is a good translation for the Genesis. The graphics are pretty cool and the sound effects are very good but the game play is choppy and the control is non-responsive. This is a hard game to bring over because of the lack of a trackball and ends up being a disappointment . Only an average arcade conversion.

Marble Madness is just that, sheer madness! Very few Marble Madness conversions can stand up to the coin-op, but this comes close! Sad to say, however, the GameBoy version is much better than the Genesis game. Even without the color, the GameBoy game has much more control. Sorry!

Genesis - Namco

ROLLING THUNDER 2

Theme: Action Available: Now
No. of Levels: 11 Megabits: 8



The sequel to the original arcade hit has appeared on the Genesis! You have successfully rescued your girlfriend, who is also your partner, and have started a well-deserved vacation, when you receive the call: a new terrorist group has begun stealing satellites from Earth's orbit, creating world-wide chaos and disruption. Both of you are well trained experts against terrorism, but these are not your ordinary villains...

From the awesome execution, incredible graphics and truly stupendous cinema storyline, Rolling Thunder 2 is one of the most challenging and entertaining action carts to appear on the Genesis. Sure, you still can't shoot while you're in the air, but all in all, this game has action and adventure that can't be matched!

I loved this game at the Summer CES and Namco has fine tuned it to perfection! As a shooter it is excellent, but as a two player cooperative game it is superb! Top notch graphics, fluid animation and a quest which goes from average to hard the further you get into it. The password is a nice extra!

This is one of the best action carts that I've seen for the Genesis. The graphics are great and the music is absolutely awesome. The control is almost perfect and the game play is arcade style to the core. This is one challenging cart and will keep even the best gamers going. Cool cinema displays top it off.

Excellent! Rolling Thunder 2 is awesome! The graphics rival the coin-op, and the two-player option rocks! The cinemas are great, and the music is fairly decent. Even though the game itself is just a rehash of the first, Namco made many improvements. As a side scrolling shooter, Rolling Thunder 2 is a charmer!

Genesis - Virgin Games

TERMINATOR

Theme: Action Available: Now
No. of Levels: 8 Megabits: 8



The future is here. Mankind is destined to become extinct unless you, Kyle Reese, can stop the SkyNet computer revolution. Their fondest creation, a Terminator (Cyberdyne Model 101), has been sent back to the year 1984 to terminate the human leader's mother, before she can give birth to him! Follow the Terminator through each of the memorable scenes straight from the movie cult classic. Awesome cinemas!

This game has a cool pace and graphics that match the tone of the action from the movie. Although the game play is a bit abbreviated, the concepts behind it expand upon the Terminator mythos and really charge you into the adventure. There are some minor problems in control, but overall the action is top-notch!

Virgin is on a roll! First Chuck Rock and now a great action shooter featuring Arnie himself. This soft has been fine tuned to perfection and is a must have for all Genesis players who like a good action game. Digitized stills add to the overall game as does good control and great game play. Challenging, yet not too difficult.

He's Back, and Arnie's even badder in 16-Bit. The graphic and sound quality of this cart is incredible. The music is full of heavy bass lines and pounding drums. The visuals are top notch and feature well animated digitized graphics. Great game play and fast paced action from beginning to end make this cart a winner.

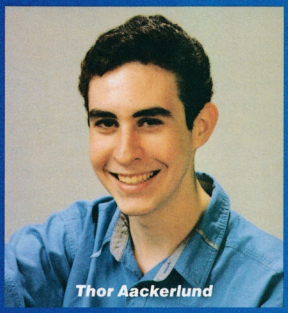
Wow! The movie was great, and the Genesis title is nearly as good. Terminator is just about the best story line for a movie, as well as a rocking Genesis game! Do not worry, this game is not another movie-turned-video game disappointment. The graphics are splendid, and the music has a vivid beat.

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CIRCLE #203 ON READER SERVICE CARD.

Genesis - Data East

TWO CRUDE DUDES

Theme: Action Available: Now
No. of Levels: 6 Megabits: 8



Horrible explosions rocked the city of New York to its knees in the year 2010. These nuclear blasts destroyed the city, and reconstruction did not begin until after 10 years had gone by. Amidst this chaos, a new order emerged, called "Big Valley." You and a friend are Biff and Spike, two crude mercenaries on a mission. You must stop the impending invasion of Big Valley and collect big rewards along the way.

5.5

This game never really did develop a following in the arcades, but that doesn't mean the concept is bad. You've got street fighting in front of a scrolling backdrop that looks pretty good on the Genesis. There's not the same level of depth in the fighting as say a Street Fighter 2, but the action is decent.

4.5

If you look at this game as a serious cart then it falls short of one's expectations, but, if you look at it as a spoof on the Double Dragon series and then aimed at the younger player, you see it's real potential. It's loads of fun as a two player cooperative game and set easy enough to keep the kids interested.

5

Two Crude Dudes could have been a really cool game if more time were taken to polish it up. The graphics are kind of overdone and the animation is choppy. The game play is OK but gets really repetitive after a few rounds. The bosses are cheesy and don't offer any real challenge to the better players.

5

Two Crude Dudes is far too easy to really attract serious gamers. Even on the hardest level, the game is simple to finish! The graphics are good, but the music is a little corny. Still, kids will go gaga over the cartoonish feel and the easy to learn controls. Since it is a two-player simultaneous game also, it deserves a decent score.

Game Boy - Accolade

MISSILE COMMAND

Theme: Action Available: Mar.
No. of Levels: NA Megabits: 1



This is the arcade classic from Atari, miniaturized down to the GameBoy screen. You are the commander of two Patriot missile outposts. Your mission: protect your cities and outposts from the SCUD missiles shot from the enemy. Your objective is purely defensive; you cannot project your own missiles at the enemy. Watch for enemy aircraft, smart bombs, and of course, the deadly SCUD missile.

5

This is a classic coin-op that, while losing some of the challenge, holds up quite well on the GameBoy. The action is overly complex, in fact, it eventually becomes repetitive, but for anyone who wants to relive the end of the world like they did in the arcades, Missile Command keeps its promise until the very end!

4

Now I've seen all of the classics. Space Invaders, Dig Dug, Pac Man and now Missile Command. My question is why? I thought they were great 12 years ago but now they are old news. I know why, since Nintendo is pushing the GB as a yuppie toy these old folks, who have lost their reflexes, can relive old memories!

3

Of all the games to bring over to the GameBoy I would never have chosen this one. The classic arcade game was good for its time and the track-ball control was cool but when you take the color and the control away and you don't get much of a game by today's standard. The game play is kind of good but not worthy of praise.

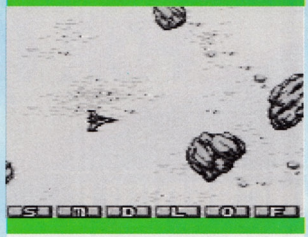
4

Surprisingly enough, Missile Command is a good GameBoy game. Why not? The original never needed any flashy colors or high-tech graphics. Nor did it require special effects or jammin' sounds. Since it does not scroll, the terrible blurring effect will not occur. Take it from me, very few games can play well on the GameBoy.

Game Boy - Konami

GRADIUS:INTERSTELLAR ASSAULT

Theme: Shoot Available: Now
No. of Levels: 6 Megabits: 1



Nearly everyone is familiar with the Gradius series, and finally, the second in the series has been translated to the GameBoy. Soar through six challenging levels loaded with power-ups and invading spacecraft. Though it has been a while in the making, this arcade classic is now portable! Take in the crisp graphics, a new music soundtrack, and the control you have come to enjoy from the Nintendo GameBoy.

5

I like the Gradius series and the GameBoy version does a decent job of expanding on what has become one of my favorite shooters. There are some problems with identifying obstacles in certain rounds due to the limitations of the GameBoy, but overall the action, graphics and execution deliver all that is promised!

4.5

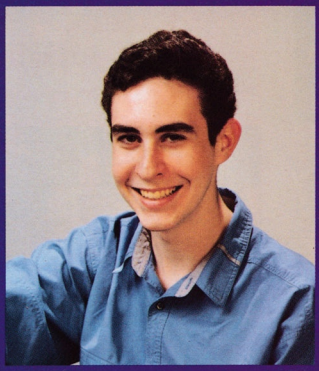
Fast action shooters are hard to do on the slow moving GameBoy screen. While Konami has done everything possible to minimize this problem, blurring does pop up once in a while. Still, the game does play well and all of the fun and challenge is in there. I like it as it is and think you will too. The action is fast and furious.

5

Gradius IA is one of the best GameBoy shooter that I've seen. The graphics are really good for being black and white and the music is some of the best that Konami has ever done on the GameBoy. The power-ups are cool and the end bosses are big and mean. I wish that the screen didn't blur so much though.

4

Gradius for GameBoy! Hoo-boy. It is a decent game, but the blurring ruins some of the game play. As a matter of fact, in certain areas, you may as well not even guide your ship because it becomes nearly invisible amidst the chaos. Take your chances with something less volatile like Missile Command.



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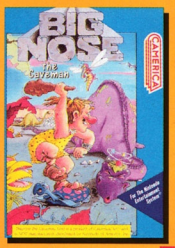


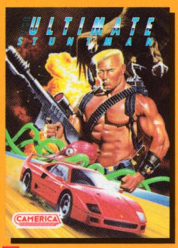
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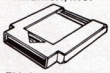
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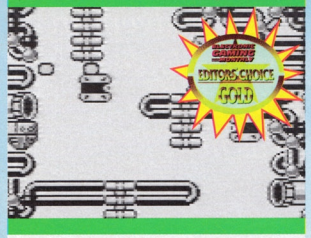
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CIRCLE #203 ON READER SERVICE CARD.

Game Boy - Capcom
MEGA MAN II
Theme: Action Available: Now
No. of Levels: 10 Megabits: 2



Any Mega Man fan is sure to love this game! Mega Man 2 for GameBoy takes some of the best bosses from Mega Man 2 and Mega Man 3 on the NES and creates a whole new mega-experience! One new weapon is the Rush Pogo Stick, including Rush Coil, Rush Jet and Rush Marine. After defeating the eight main bosses, you must go after Dr. Wily in his Skull Laboratory. Just wait until Mega Man 3!!

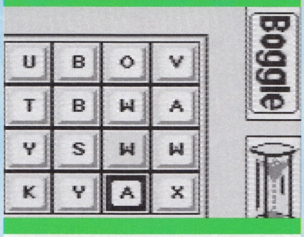
All of the technique, action, lively graphics and animation from the NES versions of Mega Man have been captured for his second GameBoy adventure. Mega Man 2 on the GB is a great addition to the portable's library of adventure titles and definitely a sure-fire pleaser for anyone familiar with the Mega Man saga.

Mega Man is a natural for the small screen and Capcom knows how to do it right. Great game play, good control and decent music are but a few of the great parts that make up this super soft. Having a portable Mega Man is cool and this version is the best yet! How will they be able to pack a 4 meg Mega Man 3 in a GB?

Mega Man is back for his 2nd adventure for the GB and he's looking better than ever. Even though this is the GB we're talking about the graphics are very well done and the music is also impressive. The game play is near perfect and they've even thrown in the slide move from Mega Man 3. Mega cool stuff man.

Ahh! Mega Man 2! This is a good game for the GameBoy. Capcom continues to amaze us by creating nearly impossible games for difficult systems (i.e. Street Fighter 2 on the SNES, p. 84.) The control is just as unbelievable as the Nintendo version, and the only thing it lacks is the vibrant colors.

Game Boy - Parker Brothers
BOGGLE
Theme: Puzzle Available: Now
No. of Levels: NA Megabits: 1



The popular dice game of yesteryear comes to the present on the GameBoy. This vision of jumbled word fun is from Parker Brothers, the leader in Video Board Games. After the computer electronically shuffles a number of letter dice, you must create words by moving up, down, left, right or diagonally across letters. The larger the word, the higher your score! Find as many words as possible to win.

This game is a natural for the GameBoy with one important problem: it can't play the game right! I like Boggle and the computer-assisted play on the GB works just fine, but the whole process of entering responses to the key letters is too tedious and most of the words aren't recognized! Frustrating - not fun.

Boggle is a natural for the Game Boy especially since it is portable. I suppose this is another yuppie game as could you picture two yuppies 'fighting' it out as they 'do lunch'. Not too exciting and even worse since it's dictionary is too small. It is quite easy to come up with normal words that it hasn't heard of.

No you don't have to shake your GameBoy before playing this version but it surprisingly plays a good game of Boggle. There's a good variety of games that you can play. My favorite is the Category Mode. This game isn't spectacular but does have some good qualities. Needs more than 10,000 word vocabulary.

Boggle is just about the worst game I have ever seen for the GameBoy! The only thing good about it is the idea. This is a good travel game, with one exception: do not expect the GameBoy to recognize even 50% of completely valid words. At least if you have the real game, you could double check a dictionary.

Lynx - Atari
TOKI
Theme: Action Available: Mar.
No. of Levels: 8 Megabits: 2



Toki is one of the early humans struggling to survive in a chaotic, prehistoric world. Toki and his soul mate were relaxing one day, when a great castle rose from the mountains. His girl was kidnapped and he was mutated into an ape. In this form, Toki can shoot energy from his mouth and defeat enemies. He must rescue his girl before the evil Dark Lord uses her in a supreme sacrifice to the Dark gods.

Anyone who likes this cult classic of an arcade title will finally be pleasantly surprised to find the very best translation yet on the Atari Lynx. The action in this game is even more fun on the portable screen, allowing me to get into the action even more than I did at the arcade! A great game that's a must for Lynx owners!

Atari is coming up with quite a few good titles for it's portable system. Toki is definitely one of them as it has good, controllable game play and is difficult enough so that players won't blow through it on their first try. Very good graphics and true arcade play! Definitely a must have for all Lynx owners.

Toki is a good arcade translation for the Lynx. The game play is just like the arcade, not a bunch of made up levels like the Genesis version. The graphics are colorful and well animated but the music isn't too great. I wish that Atari would invert in some good sounds and music when a game plays this good.

Go Lynx! Toki is a marvelous translation from the coin-op to the Lynx. The color is vibrant and delicious, and the control is outstanding! I really enjoyed the arcade game, and was somewhat disappointed with the Genesis version. This, however, is a true translation that even feels like the coin-op. Good job, Atari!

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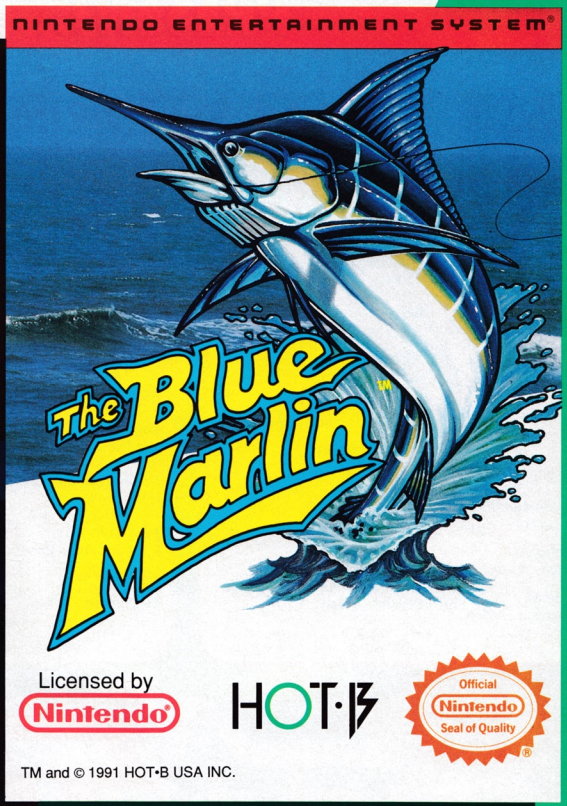
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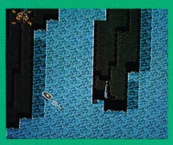
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HOT·B

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CIRCLE #128 ON READER SERVICE CARD.

ELECTRONIC GAMING MONTHLY & ELECTRONIC ARTS SPORTS NETWORK PRESENT...

THE GAMES OF MARCH 1992...

APPEARING IN LOCAL STORES NOW!

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW:
The information below was supplied by each of the individual companies, and is current as of Jan. 23, 1992.

NINTENDO

Attack of the Killer Tomatoes
THQ - Action

Bucky O'Hare
Konami - Action

Dragon Warrior 3
Enix - RPG

Firehouse Rescue
Gametek - Edutainment

Gemfire
Koei - RPG

G I Joe: The Atlantis Factor
Capcom - Action

Ghoul School
Electrobrain - Action

Hudson Hawk
Sony Imagesoft - Action

Monster in my Pocket
Konami - Action

Mutant Virus
American Softworks - Action

Nightshade
Konami - Action

Paperboy 2
Software Toolworks - Action

Pool of Radiance
FCI - RPG

Race America
Absolute - Sports

Star Trek
Konami - Action

TMNT 3 - Manahattan Project
Konami - Action

Wizardy 2
Acsii - RPG

SUPER NES

Addams Family
Ocean - Action

Arcana
Hal - RPG

Ascii Pad
Ascii - Accessories

Legend of the Mystical Ninja
Konami - Action

Nolan Ryan Baseball
Romstar - Sports

PGA Golf
Electronic Arts - Sports

Raiden
Electrobrain - Action

Romance of the Three Kingdoms 2
Koei - RPG

Roundball
Software Toolworks - Sports

Super Battle Tank
Absolute - Simulation

Super Pit Fighter
THQ - Sports

World League Soccer
Software Toolworks - Sports

The Legend of Zelda: A Link to the Past
Nintendo - RPG/Adventure

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ELECTRONIC ARTS SPORTS NETWORK

HOT PICK OF THE MONTH

GAMEBOY

Amazing Tater
Atlus - Puzzle

Asteroids
Accolade - Action

Boggle
Parker Bros - Puzzle

High Stakes
Electrobrain - Simulation

Infogenius: German & Japanese Translator
Gametek - Educational

Missle Command
Accolade - Action

Nail 'n Scale
Data East - Action

Pyramids of Ra
Matchbox Toys - Puzzle

Star Saver
Taito - Action

Star Trek
Konami - Action

Tiny Toons Adv: Bab's Big Adventure
Konami - Action

Turn & Burn
Absolute - Action

LYNX

Baseball Heroes
Atari - Sports

Toki
Atari - Action

NEO GEO

Football Frenzy
SNK Home - Sports

Mutation Nation
SNK Home - Action

TURBO

Lords of the Rising Sun
NEC CD Rom - RPG/Simulation

Valis 3
NEC CD Rom - Action

MASTER SYSTEM

Nothing will be released this month.

GENESIS

Chuck Rock
Virgin - Action

Corporation
Virgin - RPG

David Robinson's Supreme Court
Sega - Sports

Desert Strike: Return to the Gulf
Electronic Arts - Action

Devilish
Sages Creation - Action

Galaxy Force 2
Sega - Shooter

Jordan vs Bird
Electronic Arts - Sports

Kid Chameleon
Sega - Action

Paperboy
Tengen - Action

Sol - Deace
Renovation - Action

Star Odyssey
Sages Creation - RPG

Syd of Valis
Renovation - Adventure

Terminator
Virgin - Action

Test Drive 2
Ballistic - Sports

Two Crude Dudes
Data East - Action

Valis - The Phantasm Soldier
Renovation - Adventure

Where in Time is Carmen San Diego?
Electronic Arts - RPG

Wonder Boy in Monster World
Sega - Action

GAME GEAR

Ax Battler
Sega - Action

Crystal Warriors
Sega - RPG

Fantasy Zone
Sega - Action

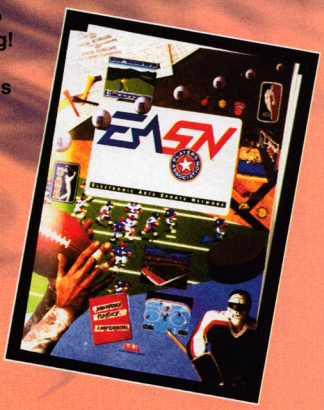
Game Gear Carry All
Ascii - Accessories

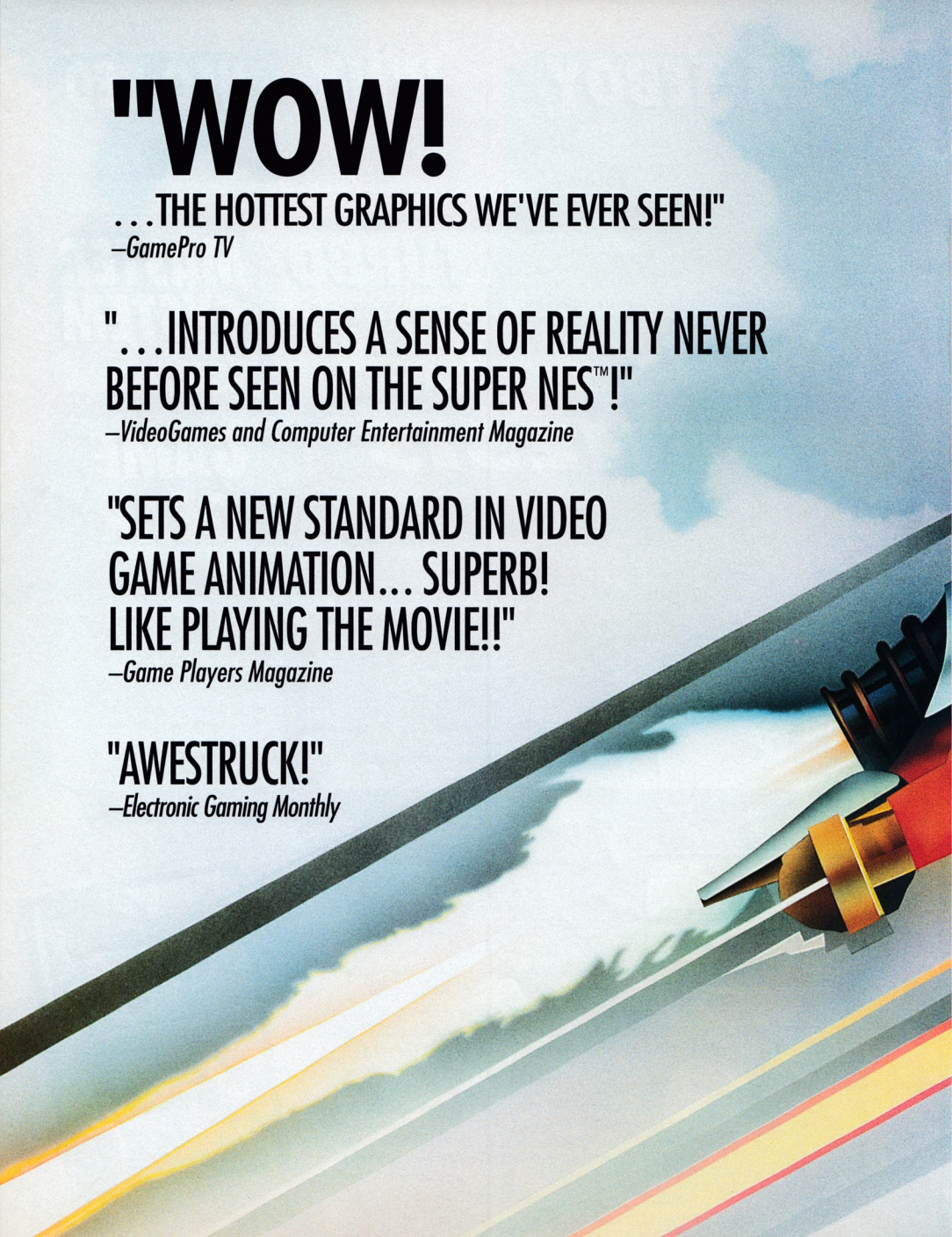




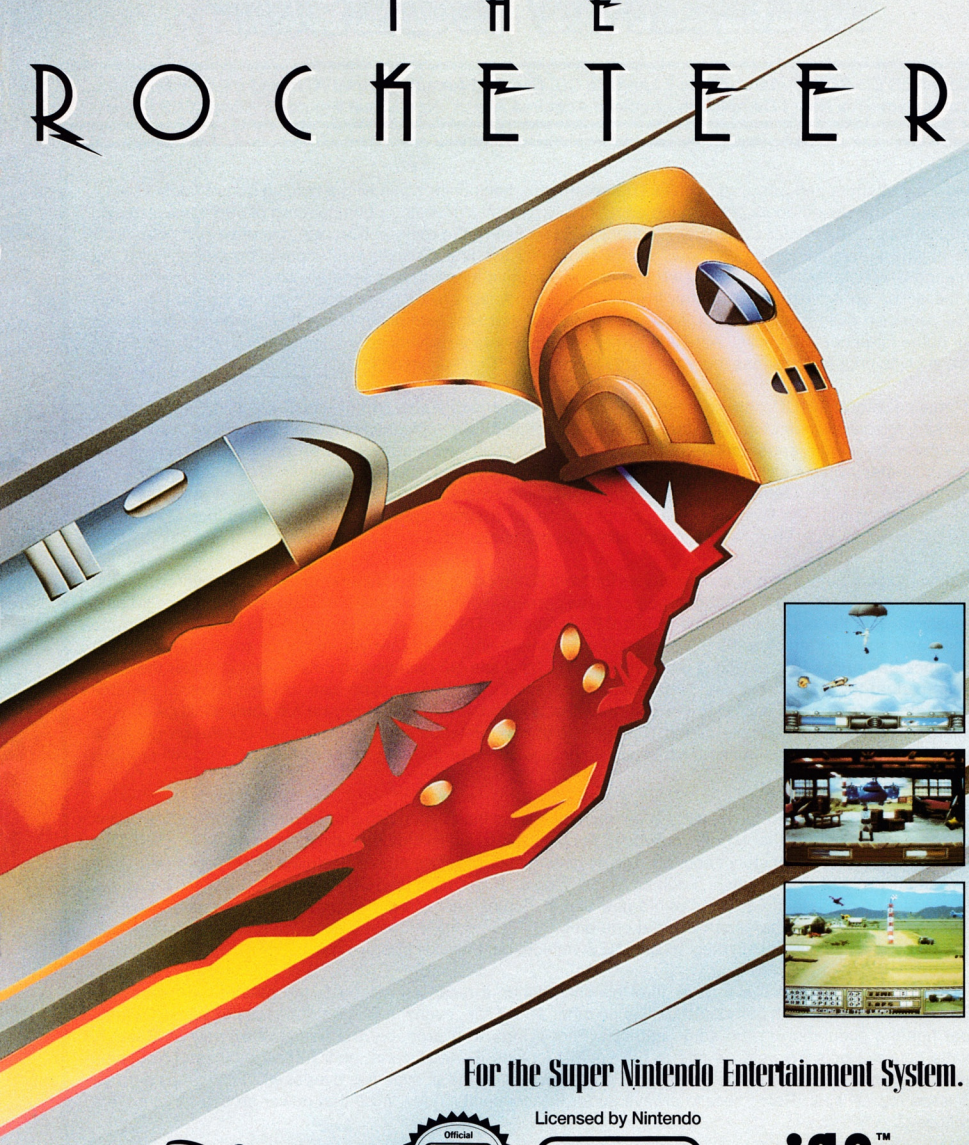
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–Game Players Magazine
"AWESTRUCK!"
–Electronic Gaming Monthly

THE ROCKETEER



For the Super Nintendo Entertainment System.

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CIRCLE #127 ON READER SERVICE CARD.

GAMING GOSSIP

...Super NES CD-ROM Update...Sonic 2 Lands In CD, Cart and Arcade...Sega/JVC Introduce Wonder Mega... ...Color GameBoy Nears Completion...Acclaim Acquires Arena...New Street Fighter 2 Game...CES Picks...

...Blow my quarters and power me up, 'tis I, Quartermann, back once again with a bulging bag of booty straight from behind the closed doors of the video game heavy hitters! We've got a bumper crop of very special gossip from the floor of the Winter Consumer Electronics Show, where the rumor mill was in overdrive and yours truly was putting in overtime...The big news at the show was the first disclosure of information pertaining to the Nintendo CD-ROM system. Not only will this new super drive function as a separate co-processor that speeds up the action on the big 'N's 16-Bitter, it will also be upgradable to be compatible with the Philips CD-I unit! What packs an even greater punch, however, is the fact that Nintendo plans to get their mega peripheral into your home for under 200 bucks! Although some rumors indicate a delivery schedule that will land the system on store shelves prior to Christmas this year, the Q-Minator sez "Don't count on it!"...

...Thrusting into other CD gaming news, the Q-Mann has heard rumors from sources within Sega that the upcoming release of their Mega CD drive will be accompanied with Sonic the Hedgehog 2 as the pack-in! Sonic will also make sequel appearances in both a cartridge based game as well as an arcade game on Sega's System 32 that invites multiple players to assume the role of different colored Sonics! Way cool!...In other Sega CD developments, the Genesis/CD-ROM hybrid now being created by the technical wizards at JVC has been given a working title: the Wonder Mega. Stupid name for a super system...Joe knows tomatoes...Q-Man-Fu sees Batman 2 as an adventure RPG on the Nintendo and Super NES...

...Riding high on the first info of a color GameBoy from Nintendo last year, Quartermann has discovered that the machine is now reaching the final stages of development, with certain suits gaining access to preliminary discussions with the big 'N' during the recent CES in Vegas. The unit, which is rumored to be maintaining the same basic size and structure as the original GameBoy is being called (are you ready for some originality???) the Super GameBoy! The device is rumored to be set for a late '92 release and could come in under the $100 magic mark at toy stores near you! An unconfirmed report in to Quartermann also has this powerful portable using a dot matrix screen similar to the one employed in the GameBoy and having full compatibility with your original black and white and grey carts. The Q-Mann throws Nintendo a big yawn for that, but the concept of a new color portable gets me tranked, especially when you consider the long list of developers who will produce for it...

...Acclaim has devoured Arena software in an attempt to keep their expanding empire on the cutting edge! Look for Alien 3 to turn up on other formats outside of the Genesis as well as in other more exciting places...Speaking of Alien 3, did you see that story about Ms. Ripley getting attention from an anxious alien in the new flick? Don't know about you, but I don't buy it...Look for Street Fighter 2, the ultimate 16-Meg fighting game for the Super NES, to turn up again in the arcades with a new name! Tournament Street Fighter 2 will include all new moves as well as some unique characters to go at one-on-one! Quartermann doesn't know yet if Capcom will include some of these enhancements in their 16-Bit SNES version, but I wouldn't be surprised!...

...In closing, Mr. Q. would like to give all of his little friends a recap on what was the best of the best at the CES...Street Fighter 2 was buff on action like no other 16-Bit title, even if it was only 25% done, Wings 2 was a great fighting simulation in the same spirit as Pilot Wings with probably the best overall use of Mode 7, Splatterhouse 2 gets my vote as one of the coolest looking Genesis carts, and Turtles 4 ranks right behind Smash TV as one of the best arcade to home conversions this pair of eyes has ever seen...That wraps it up for this issue my Q-Fans! Remember to always go for the big points, never miss that power-up and try to have a lovely day...

- QUARTERMANN

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Any questions? 415/570-7005.

CIRCLE #202 ON READER SERVICE CARD.

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CIRCLE #115 ON READER SERVICE CARD.

SHARPEN Your Skills

Can you hack it? As the imprisoned young adventurer who has just managed to escape your cell in the palace dungeons, you have only 60 minutes to make your way to the top of the palace and rescue the beautiful princess from a forced marriage with Jaffar the evil tyrant who has stolen her father's throne.

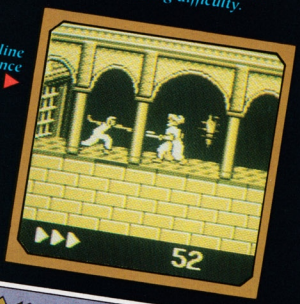
PRINCE OF PERSIA™ will plunge you into an exotic world of challenging puzzles and non-stop action, featuring the most fluid and realistic animation you've ever seen on your Game Boy®!

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CIRCLE #115 ON READER SERVICE CARD.

NINTENDO RELEASES SPECS ON SUPER NES CD-ROM...!

At the Winter Consumer Electronics Show Nintendo quietly sent out a press release on it's upcoming Super Nintendo CD-ROM drive. This announcement revealed, at least partially, what kind of unit Nintendo is planning on bringing out.

From the sketchy specifications, the Nintendo CD-ROM appears to be capable of doing many of the same tricks that Sega's Mega CD-ROM unit can do. All for a price that is almost half of what Sega's unit is selling for in Japan.

CO-PROCESSOR

Sega has gone to great extremes to include a state-of-the-art co-processor into their unit. This 16 bit chip runs at a very fast 12.5 MHz and can also do biaxial scaling, rotation, zoom and fade. Full motion video (at least 1/2 screen) has already been demonstrated. Nintendo does not give a lot of information about it's co-processor other than the fact that it will allow full screen full motion video. Whether it will run faster (it can't run any slower!) and help cure the problem of slow-down and flicker has not been revealed.

SYSTEM MEMORY

Sega's Mega CD-ROM comes with 6 Megabit of RAM. Nintendo claims that their unit will have 8 Megabit. While larger, this is mainly a numbers game as both can more than handle any type of game information.



An artist's rendition of Nintendo's new Super Famicom /S-NES CD-ROM.

ACCESS TIME

Both systems are utilizing the current state-of-the-art in CD-ROM drives. Access speeds are virtually identical but what Nintendo is not saying is how reliable their drive will be. Sega has gone to great measures to get a drive which will be error free over a very long period of time and this adds to the expense of the unit.

CD-I COMPATIBILITY

CD-I is rapidly becoming the CD standard for interactive video. Nintendo is working with Phillips in creating a special CD-ROM XA "bridge format" and this will allow the Super Nintendo CD games to play on the Phillips CD-I hardware.

OTHER FEATURES

The Super NES CD-ROM will be the same size as the Super Nintendo game system (9.5" deep, 7.9" wide and 2.9" high). It will connect to the EXT. port on the bottom of the Super NES, and it will take on the stacked appearance as Sega's system/CD-ROM drive. With the units stacked on top of each other, the Nintendo CD-ROM will not have a lower price 'flip-up' cover as found on the NEC CD-ROM. The access door will be motor driven, like Sega's unit. Like the NEC CD-ROM, the Nintendo unit will require a System Cartridge which contains the RAM, ROM and their graphics co-processor. This System cartridge will plug into the cartridge slot on the Super NES.

PRICE

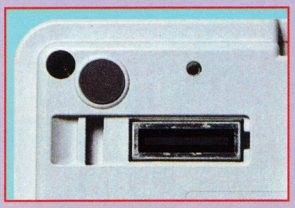
The biggest surprise is the price. Nintendo claims that their CD-ROM unit and System Cartridge will cost only $200. The Sega CD-ROM is currently selling for $380 in Japan.

AVAILABILITY

Sega originally hinted that their unit will be available this Summer. Now, they are stating some time in the second half. Nintendo states January 1993, but sources are saying they will push it up to September 1992!

CD-ROM SPECIFICATIONS:

Spec.	Nintendo	Sega
Memory-RAM	8 MBit	6 MBit
Sub-memory	1 MBit	1 MBit
System ROM	2 MBit	1 MBit
Access Time(Min)	0.75 Sec.	0.8 Sec
Access Time(Max)	1.30 Sec.	1.4 Sec
Co-processor	Yes	Yes
Scaling,Rotation	Unspecified	Yes
Motion Video	Yes	Yes
CD-I Compatible	Yes	No
Cost	$200	$380(Japan)
Available	Jan. '93	2ndHalf '92



The CD-ROM will connect to the Super Nintendo through the port on the bottom of the Super NES.



Star Trek: The Next Generation by Spectrum HoloByte will be one of the first Super NES CD-ROM games!

BANDAI

DICK TRACY

EXTRA! EXTRA! DICK TRACY IS BACK!

With a completely new story line, the Dick Tracy Game Boy version picks up where the popular NES game left off. And this time, he goes where ever you and your Game Boy goes.

Big Boy Caprice has escaped from prison and within hours a crime wave has hit Chicago the likes of which have never been seen. It seems that all the filth of the city has crawled out from beneath some slimy rock . . . the Brow, Pruneface, Flattop, Shoulders, and the rest of their ruthless cohorts are on the rampage again.

But worst of all, that dirty dealing Big Boy has kidnapped Tess Trueheart!! Suddenly, Tracy's two-way wrist radio breakes the silence. "Calling Dick Tracy! Calling Dick Tracy!" He springs from behind his desk and bursts through the squad room door shouting "O.K. boys, let's go! This could be our lucky break!"







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CIRCLE #119 ON READER SERVICE CARD.

GALOOB DEMONSTRATES GENESIS GAME GENIE COLOR GAMEBOY IN DEVELOPMENT

Lewis Galoob Toys Inc., U.S distributor of the Nintendo Game Genie, demonstrated at the Winter Consumer Electronics Show a working prototype of a new Game Genie for Sega's Genesis game system. Unlike the Nintendo version, the Genesis Game Genie carries Sega's Seal of Approval and it is a licensed Sega product! That means it is being done with the blessings of Sega and there will not be any lawsuits down the road.

The Genesis Game Genie has the same shape as a Genesis cartridge but it is about one inch longer. Like the Nintendo version, the Genesis Game Genie fits into the cartridge slot on the system, and the game cartridge plugs into the Game Genie. When you turn on the system a Game Genie intro screen appears and then it switches to the code screen. This screen has the input letters and numbers and five empty lines to type in the codes. Since Genesis games are generally more complex than Nintendo carts, there has to be a wider variety of input codes. To be able to do the same things in the Genesis games as on the Nintendo carts, most of the alphabet plus all of the numbers are needed in order to provide proper input of all the programming variables. For instance, in the working CES demo, three lines of codes were necessary to make Sonic the Hedgehog invincible. A spokesperson stated that Galoob plans to offer a wide variety of codes in order to do all of the cool tricks that the Nintendo version allows - skip levels, more weapons, infinite lives and stronger powers.



Galoob's new Game Genie for the Sega Genesis includes a book of codes for over 100 games. Best of all, the Game Genie will be coming out with Sega's Seal of Approval!

Galoob plans to have the Genesis Game Genie ready in the near future. It, tentatively, will be priced in the $50 to $70 range. Like the Nintendo version, a book containing codes for over 100 of the most popular Genesis games will be included in the Game Genie package. Updates for the newer games will be made available to players on a regular basis.

We were very impressed with the test codes that Galoob had for the Genesis games. Since Code Masters are also doing the Genesis codes we can expect some real awesome tricks to be coming out soon!

One good thing about the Consumer Electronic Shows is the fact that we can sit down with many of the hardware and software developers to talk about some of the new products being developed. One item which came up from several different, reliable sources is that a color version of the GameBoy is currently in development.

With an estimated target price of only $99 this little beauty comes with some very impressive specifications. Currently the color GameBoy is scheduled to be downwardly compatible. That means it would be able to play, not only the new, yet to be developed color cartridges, but it would also play, in black and white only, all of the older Game Boy cartridges! Also, in order to keep the price down, the new color GameBoy would use a low resolution color screen. One with less quality than either the Game Gear or Lynx. This being the case, it wouldn't be possible to add a TV tuner as the screen wouldn't have a resolution high enough to show TV broadcasts. Details are sketch at the moment but stay tuned as more information is on it's way!





The Genesis Game Genie looks like a cartridge and loads into the system a lot easier than the NES version.



Hmm, the Game Genie sure looks about the same as one of the extender boards to play Japanese games.



Turn on the Genesis and the Game Genie logo screen appears, followed by the code input screen.

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Whoa, Thrilla Gorilla! Bag your boards for the raddest surf and skate action ever!

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The excitement rips, but Wazula's two-headed flying Rhino and a way-tough Lava Monster demand serious shreddin'! So carve, slash, and trash Wazula with THRILLA'S SURFARI for the NES™...before he makes a monkey out of you!

LJN

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Master the Islands!

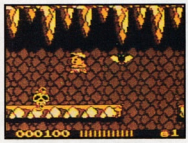














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WHAT FOUL?!









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- Super League Mode! Make your own team by buying and selling players. Up to eight people can play in the same league!
- Battery back-up lets you save your league for future grudge matches!



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CIRCLE #109 ON READER SERVICE CARD.

INTERNATIONAL OUTLOOK

WORLD'S FIRST 8 MEG PC ENGINE GAME!!

Konami / PC Engine
PARODIUS

Leave it to Konami to set new game standards no matter what system they are programing on! This time they have upped the maximum PC Engine cartridge memory from 6 megabit to a whopping 8 megabit! The game is one which the U.S. has never seen, and that is too bad as it is a cute spoof on the Gradius series of shooters. Instead of bad aliens, you get to blow away clowns, parrots, cats and other friendly looking but very mean animals. This is a spectacular conversion of a little known arcade game and is one of the best PC Engine shooters to come out in a long time.

Hopefully the new Turbo Tech. will look very long and hard at bringing this game over to the U.S. Rather than do old ho-hum titles (Gradius) which have been done on every system perhaps they will decide to try something new. They won't be disappointed!



STAGE 1 BOSS!



STAGE 2 BOSS!



STAGE 3 BOSS!

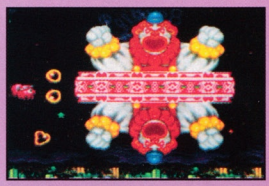


STAGE 1 START



STAGE 2 START





STAGE 3 START





STAGE 4 START





DRAGONS & WIZARDS... OH MY!





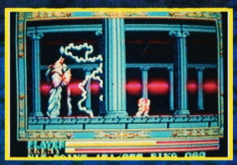




Features:

- Brilliant, Breath-Taking 16-Bit Graphics And Animation
- Battery Back-Up Stores Up To 15 Individual Games
- Booming, Orchestral Stereo Sound Hightens Game-Play
- 25 Unique Weapons, Armors, and Magical Instruments
- A Dramatic Storyline Of Epic Proportions





WANDERERS FROM YS III™

American Sammy Corporation
2421 205th St. STE D-104 • Torrance, CA 90501 • (213) 320-7167 FAX (213) 320-2597.

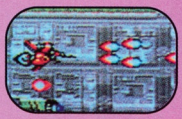
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Konami / Super Famicom
AXELAY

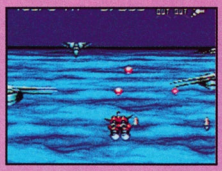
One of the most intense shooters ever conceived is making a grand appearance in the homes of Super Famicom owners! This game could only be Axelay from those technical wizards at Konami! Pilot your advanced fighter, the Orius GL, on a mission to rid the galaxy of the invading alien forces!

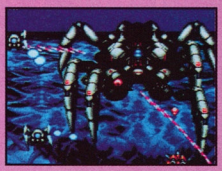
Axelay features some of the most intense graphics ever seen in a home game! Planets in the background rotate with ease! Bosses are animated fluidly and feature ultra-vibrant colors and there is a multitude of power-ups! Even the fantastic 3-D stages where you skim over the top of a rapidly changing planet! Axelay is sure to be a success when it hits the store shelves later this month in Japan.

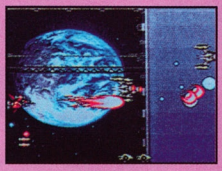


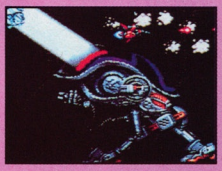
Axelay is a visual and audio tour-de-force. Everything in the game is intense from beginning to end! Even the slow-down that plagued earlier shooters has thankfully been solved!



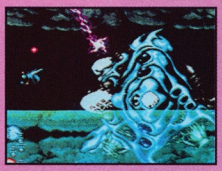








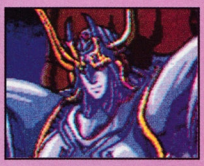




Telenet / Super Famicom
SUPER VALIS

Yuko and Lena have returned once again to battle against Magenshuma, the evil ruler of Vecante. Although the story may be the same, Super Valis has new levels and more powerful magic to cast. Your sword can also be powered-up five times to really blow away the enemies. Coming soon!



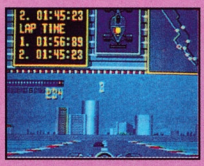


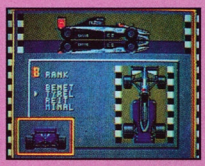


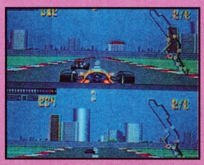


Varie / Mega Drive
F-1 HERO

Already in the works for the NES, Varie is also working on a souped-up version of this great racing title! Choose from three excellent street racers and take on the best racers in the world! When you're ready for some great racing action, check out F-1 Hero for your Mega Drive!

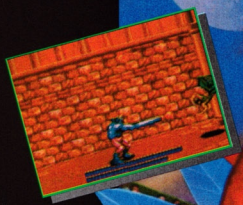






The graphics and sound effects literally jump out at you! The race cars all handle differently to add to the realism of the cart! Very intense!

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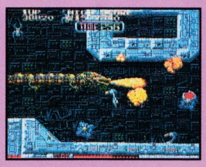
SEGA GENESIS 16-BIT CARTRIDGE

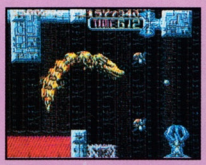
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EMI / Super Famicom
SYLVALON

Feel like playing a different type of game. Try out Sylvalon for the Super Famicom! Starring a set of dragons as the main characters, and set in top and side scrolling views, Sylvalon is a new breed of shooters! Pick up power up cubes to increase your firepower to outrageous proportions!







Tecmo / Mega Drive
TECMO WORLD CUP SOCCER

Soccer fans have a new title to get excited about! Tecmo World Cup Soccer is here and it blows away any previous soccer game to date! Not only can you pick from a wide variety of teams, but the view of the field changes it perspective with the ball! Coming for the Mega Drive!

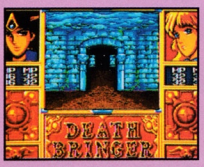


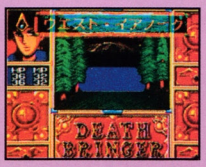


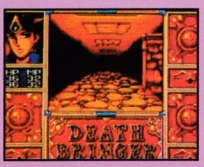



Telenet / Mega CD-ROM
DEATH BRINGER

The latest addition to the Mega CD-ROM library of role-playing games comes Death Bringer. Although the name may seem a bit harsh, this rpg may be one the best! You are a brave adventurer out to stop an unknown force from destroying his homeland. A terrific RPG with excellent music!



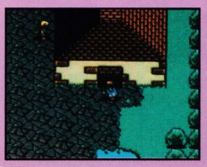
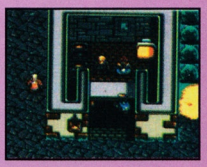


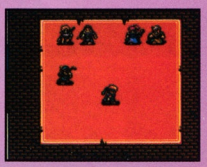


The first person perspective view scales with every step! The monsters you will face are tough, but provide valuable experience points!

Sega / Mega Drive
SHINING FORCE

Shining force is a role playing game of such huge proportions, it has to placed on a twelve meg cart with battery back-up! Set in a medieval time, Shining Force has you battling against some of the nastiest enemies ever. A sure fire hit for any RPG fan!



WARSONG





Discover weapons of extraordinary power, and allocate them to your allies. Given the right item, a commander can become nearly invincible!

Send an allied army into the heat of battle. You are in command of everyone from magic knights and warlocks to royal foot soldiers.



Positioning your commanders and their armies is critical for victory of a campaign.

The Dalsis Empire has laid siege upon the Castle of Baltia to seize the legendary sword — WARSONG. In desperation, King Alfador sends his only son into the countryside, away from impending death. Now, Prince Garette must rally his allies from across the kingdom, and lead their armies in a battle to recapture the sacred sword, and restore justice...

- Strategy Role Playing puts you in full command!
- Watch as armies clash, magic ignites, and monsters devastate!
- Thrill as the tale of Baltia unfolds in the heat of battle!
- Battery Backup saves 4 campaigns!

WARSONG — The Greatest Tale Of Swords And Magic You'll Ever Play!

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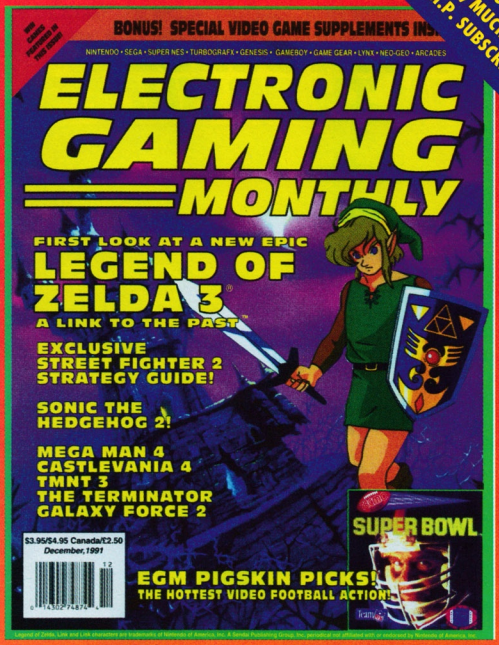
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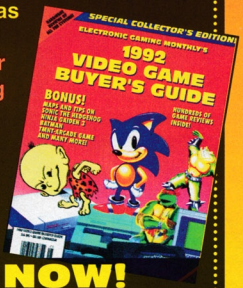
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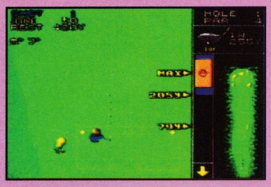
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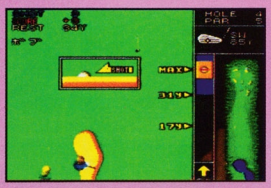
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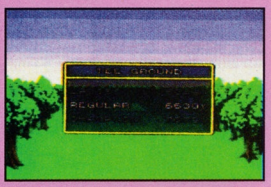
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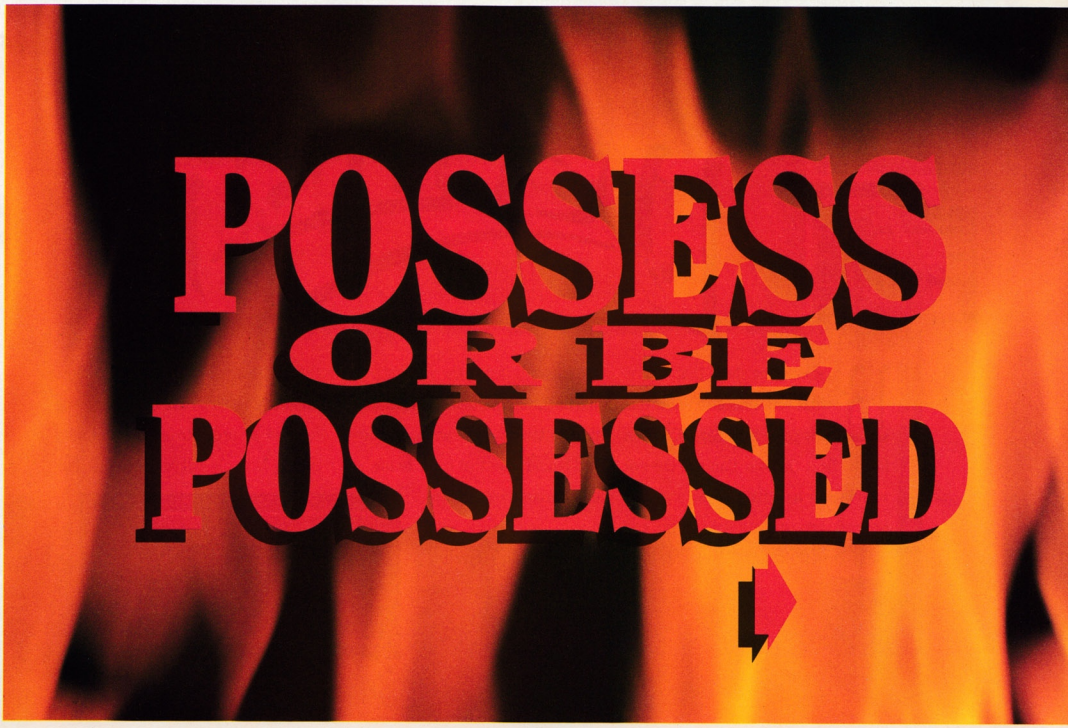
Data East / Super Famicom
SUPER BIRDIE RUSH





Take a quick birds-eye view of the course as the screen zooms in to the hole you will be playing next!

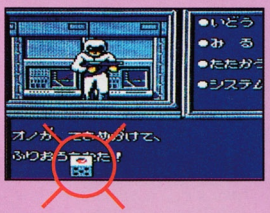
Now that there are over a half dozen Super Famicom baseball games out in Japan, developers are now turning their attention to golf games. Super Birdie Rush is Data East's version of how golf should be played. While not revolutionary, this version does offer a good playing game for the average player. No complicated set up moves and the swing meter is very easy to get used to. There are plenty of options to choose from including course length, club selection and type of green to putt on. The view is set in an overhead perspective and insert screens pop up to show side views when needed. The holes are well designed with plenty of woods and other hazards to keep players coming back for more. A well designed game!



Sega / Game Gear
PHANTASY STAR ADVENTURE

Ever wonder what type of games players have been downloading and playing through Sega's modem games network? This is one of them and don't let the Phantasy Star name fool you. It is not a heavy duty RPG as the name implies, rather it is a quest game which is played more like a board game. In this you roll the die to determine how many screens you will move. The directions of movement are the basic north, south, east and west and you visit towns, get hints and clues by talking to the people and proceed out into the enemy infested countryside to battle with the enemy (battles are won and lost by the throw of the die!). Not Phantasy Star caliber, but kind of interesting nevertheless.





Roll the die to determine how many screens you will move!











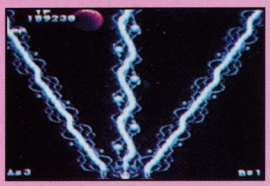
SEGA GENESIS
16-BIT CARTRIDGE

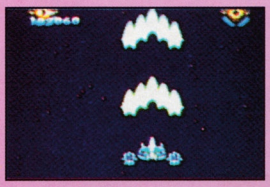
Devilish

Breaking the spells that bind is what you'll need to do in this new game from Sages Creation for the Sega Genesis. Gamma, the evil spell master has changed you and your princess into stone pillars in his evil kingdom of the damned. Your only hope is to correctly deflect the glowing power sphere through a hellish maze. You'll need to topple stone walls, cut down spell bound trees that come to life, gallop through gates of ghouls, and dance with demons, while traveling through worlds of fire and ice. Most importantly you'll have to keep moving forward in order to escape the fiery depths. Not only will you need skill, but

"GREAT TWO PLAYER COOPERATIVE FUN!"

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Taito / PC Engine
TATSUJIN



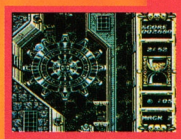


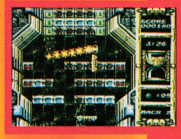
All of the awesome weapons, including the devastating doomsday bomb are faithfully recreated in the PC Engine version!

Over in Japan there is not a shortage of good shooters for the PC Engine as shown by this excellent conversion of Tatsujin. All of the great power-ups and weapons have been brought over to this version including the awesome doomsday bomb! The action is fast and furious with tons of enemy coming after you. The huge end of round bosses are here and surprisingly very little has been lost in the translation.

Hopefully the new Turbo Technologies will be able to bring more of these good action games over to the U.S. as this was one software category which the old NEC never could get enough of.

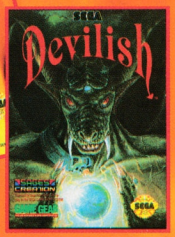
FOR SEGA GENESIS





each tick of the clock brings you closer to eternal damnation! Seven burning stages, vertical and horizontal scrolling, 3 difficulty levels each with a different finish. So... Possess Devilish for your Sega, before it possess you!





Also available for your Sega GameGear!

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LIGHTNIN
TW

Create a World



ActRaiser! Awesome arcade-style graphics backed by monster symphony sound. So you think you've seen all the action? We'll see, hotshot.

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SUPER NINTENDO ENTERTAINMENT SYSTEM

G STRIKES ICE

or Just Rule It



Dragon Warrior III. We make the challenge. You make the choice. Caution. Only the most skilled will be able to resist asking for parental assistance. If you think RPG means Radical Playin' Game, this one's for you.

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TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

U.N. SQUADRON

(Capcom/Super NES)

Extra Difficulty Setting - If you think that you are good at the game U.N. Squadron, try it at this new difficulty setting. Plug in the second controller. Go to the option screen with the first controller and highlight the difficulty setting. Now, with the second controller, hold down the A and X buttons and while these are held down, change the difficulty with the first controller. You should see a new level called "GAMER." Test your skills with this new option.

Eric Marzano
Derry, NH



Choose the option mode to change the difficulty setting.



Move the difficulty past the hard mode to gamer mode.



Now, try to survive the barrage of bullets from the enemy!

LEMMINGS

(Sunsoft/Super NES)

Awesome Passwords - Here are more new codes to let you advance in this game! Go to the password option and put in these codes so you can advance to higher levels. For earlier levels, look at issue 31. More to come next issue!

	FUN	TRICKY	TAXING	MAYHEM
LEVEL11.	MEDNOTO	ERHTARG	KIKENAN	AZEMOWO
LEVEL12.	TURUSUK	EZATTAY	UOKUTET	TNESRAP
LEVEL13.	ABNEGET	ADONATT	IEMOZII	UKAYHUO
LEVEL14.	EMATNIN	ADNEHIA	IHCOMIK	YEAGNAK
LEVEL15.	UKAYHAD	TAHUKAS	AHURAMU	ATISAAH
LEVEL16.	RENGISE	IESONYA	KORNASR	OTOKONU
LEVEL17.	DONOJIA	LPOWTUO	UOZUOSN	OYKIISO





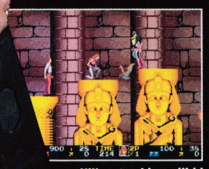
Continued on page 64

LOCK AND LOAD THEN ROCK 'N' ROLL

Blast through incredible firefights in eleven deadly levels of **eight-megabit** mayhem. ROLLING THUNDER 2 — Namco's hot new sequel to the arcade smash hit. Challenge the terrorists alone, or hammer'm with super-agents Albatross and Leila together in TWO PLAYER SIMULTANEOUS ACTION! Passwords and unlimited continues keep the action rolling.



Stalk Big Game!



Killer graphics will blow you away!



Capture weapons for fierce firepower!



OFFICIAL SEGA GENESIS SEAL OF QUALITY

CIRCLE #140 ON READER SERVICE CARD.

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namco

The Game Creator™

NAMCO HOMETEK, INC.
3255-1 Scott Blvd. Suite 102
Santa Clara, CA 95054-3013

TWO CRASH COURSES THAT

Take two courses that cover a lot of ground in a hurry. Konami® has created stock car survival tests for your NES™ and Game Boy™ so authentic, NASCAR endorsed them exclusively. Not suprising when you have the likes of Winston Cup Champion, Bill Elliott, as game design consultant.

Slide into the roll cage and behind the dash for an unbelievable first person perspective that has you looking over the hood of a 650 hp speed machine. A beast that comes fully equipped with manual or automatic transmission and functional tachometer, fuel gauge, damage light, and speed indicator (also temp and oil gauges on NES). Keep an eye on them or you'll be using your overheated engine to roast infield weenies.

Select from three different stock cars — Ford Thunderbird, Chevy Lumina or Pontiac Grand Prix (or an Oldsmobile Cutlass for Game Boy). Then "dial in" your racer to match varying track conditions and your personal driving abilities by adjusting tire stagger, gear ratio, spoiler angle, and transmission. But be careful, one miscalculation and you're spinning into the wall and onto a tow truck.

Select your skill level — Rookie, Novice, or Pro. Decide if you want to compete in single races or, if you've got the guts, face the grueling



Simulated Dashboard

WILL DRIVE YOU STEER CRAZY.

Championship Season. Use a qualifying engine to duel for pole position. Then be prepared to get throttled by "Awesome Bill from Dawsonville" and a field of NASCAR'S most relentless drivers on the twisting road courses of Watkins Glen and Sears Point or the high banked ovals of Daytona and Talladega (or Atlanta for Game Boy).

If you'd rather trade paint with a friend, use the two player mode with a Game Boy Game Link and another Game Pak.

So slip on your fire proof driving gloves. You're about to test your drive to succeed in a simulation like no other.





KONAMI®

NOW AVAILABLE

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CIRCLE #146 ON READER SERVICE CARD.

Continued from page 60

TURRICAN

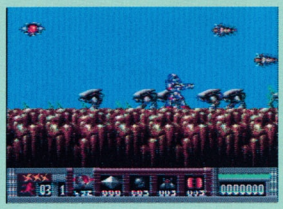
(Ballistic/Turbografx 16)

Invincibility Trick - After the title, select the options screen and press the RUN button. Move the arrow to the exit. Now, press Button 1 and then Button 2 in sequence five times each. Then, press RUN again and you will get a screen that gives you the option to cheat. Choose this option and you will be invincible throughout the whole game!

Duane Mattson
Cuy Falls, OH









HYPERZONE

(Hal/Super NES)

Sound Test - Now there is a code to hear all of the sound effects and music from this shooter. At the title screen, just hold the top L and R buttons and press START. A sound test will appear on the screen. Pick any one of the sound effects or music tracks from the game and press button A to hear them.

Richard White
Grafton, VA



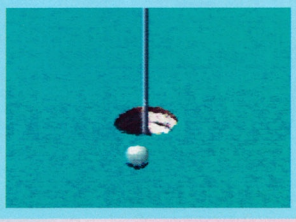
HOLE IN ONE GOLF

(Hal/Super NES)

Hole In One Codes - If you want to see a hole in one, just enter one of the following codes in the "Memory Shot" option.

CQJB83CFDFJ#H?LBBT7BJCF
or
B!5B9GB5SFGB3J5BB?GBMYQ

Michael Smith
Leawood, KS



JOHN MADDEN FOOTBALL

(Electronic Arts/Super NES)

Close Up Trick - Here is a way to get up close and personal with your fans before you play football. When the title screen shows, hold down any button and then press START several times to get past the screens. Once you do this, the screen will go blank for a couple of seconds and then you will get a close up of the fans! Just let go of the button to start the game.

Alex Kreit
Oakland, CA



Once you do the trick, you will see your cheering fans!



Let go of the button and the game will start.

It Just Might Be Too Hot To Handle.

VALIS™

What would you think if your best friend went on a date with the King of the Dark World — because she thought he was cute?! You'd think she'd been duped — and you'd be right. The fiendish King Rogles stands poised to conquer the other worlds of the universe: the Dream World of Queen Valia, and the Human World. Rogles and his five Dark Lords have taken the force of Yang from Queen Valia and sealed it into a Phantasm Jewel. Only a warrior with a heart perfectly balanced between Yin and Yang can wield the Sword of Valis against the encroaching darkness! Yuko, a young student from the Human World, is the chosen one — and you will control her. She is to become the greatest warrior in the universe, never suspecting that her most fearsome battle will not be against a Dark Lord, but against her closest friend from the Human World — the one she warned, "Don't go out with him, he's the Dark..." But before she could finish, her friend ran off into The Darkness.









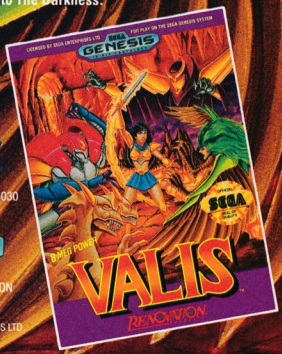
RENOVATION

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SEGA GENESIS 16-BIT CARTRIDGE

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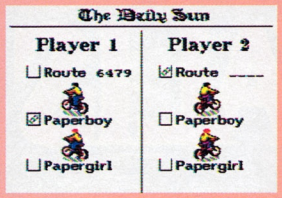
CIRCLE #113 ON READER SERVICE CARD.

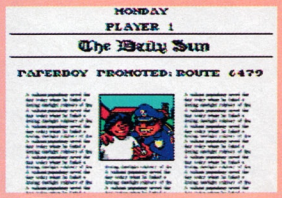
PAPERBOY 2

(Mindscape/Super NES)

Start On Higher Level - To start this game on the "Hard Way," go to the route option on the player select screen and enter the code: 6479 by pressing right on the control pad.

Matt Squiers
East Greenwich, NY





SUPER TENNIS

(Nintendo/Super NES)

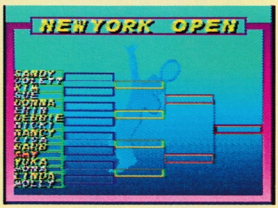
Start in Final Game - To see the ending screen and be a winner in every tournament as 'AMY,' enter the following code. You will have to win the New York Open, which is the final game.

08QCMVF RHRMSYY
RHYH9QX J0VYQYH
4HR0CQ1 4065C6P
DJSSSRL MM8

Eddie Rowe
Detroit, MI









DARIUS TWIN

(Taito/Super NES)

49 Extra Ships - Increase your number of reserve ships with this awesome trick! First, make sure controller 2 is plugged in. In the screen where you select one, two players or option, just hold the L and R buttons on the second controller, press select and start on the first controller. Before you do this, you may choose to grant one or two players with 49 lives each!

Alan Leung
San Francisco, CA



Do the code right and you will be rewarded with 49 more ships!



Beat the bosses and defeat the game with plenty of spares!

F-22 INTERCEPTOR

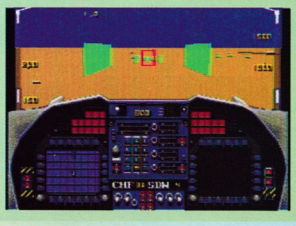
(Electronic Arts/Genesis)

Awesome Passcode - This is a password for the combat simulator, F-22 Interceptor. Just enter the password:

GTGAUO

Now, you must land your plane, and after you land, you will get a surprising screen!

Joel Ruidera
Glendale, CA



TRAYSIA™

Magic...Monsters...Mayhem... Take Your Pick



Begin the adventure of a lifetime as Roy, a young treasure seeker. Roy starts out in the mysterious Kingdom of Salon on a personal quest to become the greatest swordsman in the Realm. Clashing swords with bandits and monsters brings the hero fame and fortune.

As he makes new friends and gains experience as a swordsman, he uncovers a horrible plot! A group of wizards are determined to unleash chaos and destruction throughout the world. Only Roy and his team of adventurers have the magic and the might to stop the wicked sorcerers!

- Travel through several Kingdoms filled with magical beasts and amazing challenges!
- Use battle-earned gold and gems to up grade your weapons and fortify your armor!
- Search for powerful magic spell to defeat the evil wizards!
- Only if he succeeds can Roy return to his home town of Johanna and reunite with his true love, Traysia!



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CIRCLE #113 ON READER SERVICE CARD.

GAME GENIE CODES!!!

SUPER MARIO BROS.

(Nintendo/NES)

Game Genie Codes - Here are some more codes! You must have a Game Genie unit to make these codes work. Enter the following passcodes and get ready to try some strange levels!

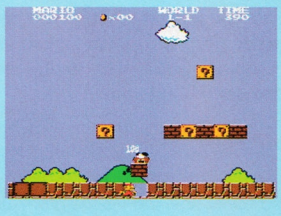
PIGNAX - *Invisible Mario*
OZXLNN - *Move left and Mario appears all the way on the left.*
TGOPOK + STZPOK - *Water world*
YZXLNY - *Super speed*
GOOSOK - *Mario appears under the floor. (Keep moving right.)*



Try playing Mario without Mario!









SUPER MARIO BROS.

(Nintendo/NES)

Game Genie Code - Enemies change into Toad! Enter the password:

AKKOOT
IEEGGP
NULTKA



NINJA GAIDEN

(Nintendo/NES)

Game Genie Password - Get infinite lives and have spirit strength at full even if you die using this code. You must have a Game Genie for this trick to work. Enter:

IZETPGVK



CONTRA

(Nintendo/NES)

Game Genie Code - This code will let you get a free man every time you destroy an enemy! Just enter this code to come up ahead and max out your lives.

EKGGGG



Three Statues, a Temple, and What Do You Get?

EARNEST EVANS™

A whole new terror could take over the planet Earth and all it takes to make this happen is three small statues. Explorer Earnest Evans has been trying to avert this deadly situation since the 1930's, and now he is ready to pass the secret down to his grandson, a muscular youth of the 1980's.

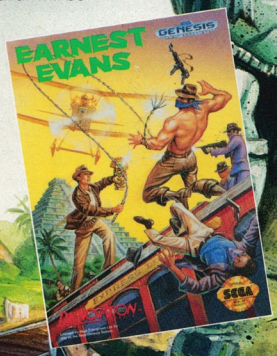
"These idols were scattered somewhere around the world by Hastur before your mother Annet crushed its power," Evans told young Earnest. "We found one, but syndicate leader DeMarco's successor Brady Tresidder got another one in Europe. You must find the third one in Mexico and recover the last one from Tresidder."

When the three statues are placed together in a dark temple in Peru, Hastur's counterpart Mavur will be summoned to become one with the planet and roam the universe forever. Young Earnest Evans has set out against time and the Tresidder syndicate to battle giant scorpions, living skeletons and humongous Venus fly traps among others and carry on his mother's fight to control the wicked forces from darkest Peru.









RENOVATION

987 University Avenue Suite 10
Los Gatos, CA 95030

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CIRCLE #130 ON READER SERVICE CARD.

THE ONLY GAME TO MAKE THE PGA TOUR CUT.



Pack your bags, you're going on tour.

But make it your golf bags. Because it's PGA TOUR® Golf. The only game that lets you make the rounds with guys named Fuzzy, the Walrus, Hubie and Fred. In sum, sixty of the best players ever to swing a club.

SEGA GENESIS

No matter how you slice it, this is the most realistic Genesis™ golf game ever.

Real players with hole-by-hole tips. Real courses like the TPC's at Sawgrass and Avenel. 3-D greens you can read like an open book. A whole arsenal of special shots like chips, punches, and fringe putts. Even random pin placement.



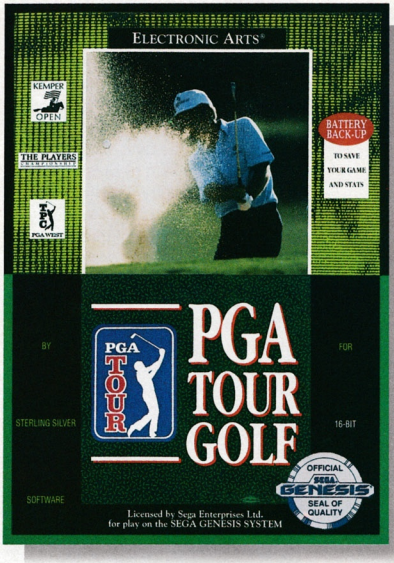
You think any other game has the PGA TOUR stamp of approval? Come on. Get real.



Instant replay captures every hole-in-one or splash down. Just like TV.

Take a real course in golf. We used the original blueprints that built the TPC's at Sawgrass, Avenel, and the PGA West Stadium Course. Plus the ultimate fantasy course. Anything else you try will be definitely under par.



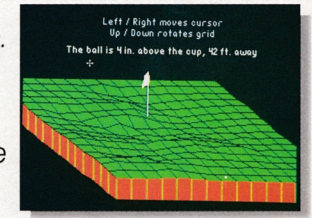


PGA TOUR Golf doesn't miss a trick. With balls that have backspin and forward roll. More impossible lies than a politician. Hooks and slices that butcher the fairways.

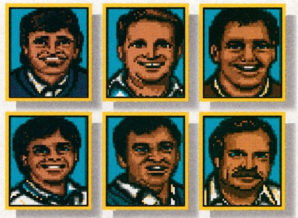
And TV coverage is better than any you'll find on the tube. With spectacular aerial fly-bys. Close-ups of the hole. Multiple angles of the ball in flight. Instant replay. Killer sound effects—crowd applause, club swings, chirpin' birds. Even a sportscaster with tournament highlights but no commercials. If you don't devour all your greens, you'll finish out of the money. And back on the driving range and practice greens. A battery backup saves everything—games, accumulated earnings, scores. Even PGA TOUR stats for up to 82 golfers.

So why drive anything else when you can cruise the TOUR? Club your way to the top with PGA TOUR Golf from Electronic Arts.

Call 800-245-4525 to order. Or visit your retailer. It's golf so real, you'll rush out and buy a cart.



Topographic contours reflect even the smallest green wrinkle. If you misread them, watch out for the bogey man.



Trade shots with 60 top pros like Tommy Armour III, Mark McCumber, Mark O'Meara, Fred Couples, Fuzzy Zoeller, and Craig Stadler. Ignore their advice and you could have a stroke.







ELECTRONIC ARTS®

Get REAL!

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CIRCLE #111 ON READER SERVICE CARD.

LEADING EDGE

AMERICAN AMUSEMENT MACHINE ASSOCIATION

EGM PREVIEW!

STREET FIGHTER 2: CHAMPION EDITION

EGM has learned from sources inside Capcom that the number one arcade game is about to get even better! This new version, which is a game in it's own cabinet rather than an upgrade to the existing game, will be starting to trickle into the arcades in late March.

The new game will feature additional memory and with this Capcom has been able to fine tune the already excellent game. Both Capcom of Japan and U.S. have been flooded with thousands of letters and calls from devoted players advising them how to improve the game. They have been listening as this version tries to address all the major problems.

Ever join in on the machine and somebody already there has Guile and is beating everybody in sight. No problem now as you also can choose Guile and then play a round of Guile vs. Guile!

So that doesn't excite you, as you already are the best and have mastered all the moves. Better get your quarters ready as you now can play as any of the bosses! You have seen the machine play their moves but it is back to square one as you now have to discover how to do them! Better learn quick as the next player is trying to do the same thing.

There's more! Just to keep you on your guard, Capcom has gone in and programmed a few new super powerful moves! You'll have to play, play, and play some more to find out what they are!

Other changes that Capcom made include evening out the powers of the characters. If you're tired of pounding away with your best moves to no avail only to get hit once by a 'stronger' character and nearly die, take heart as this version evens out the powers of all the characters.

The backgrounds have remained pretty much the same. Only subtle changes have been made. For instance if it is daylight when Guile fights, the new version could have the fight taking place at sunset. The differences will be slight but with the old and new games side by side you'll be able to see the difference in the screens.

The characters will also undergo slight changes - mainly in the color of clothing they will be wearing because when you are playing Guile vs. Guile (or any of the other vs. matches between two of the same characters) you will want to be able to see which character you are. Sources say that if you thought Chung Li looked hot in blue, wait till you see her in bright red!!! Wow!

As you can guess the idea of a new Street Fighter arcade game really got Sushi-X excited. You can bet that he will be the first in line to play the new game. Who knows, perhaps he'll be the stranger playing against you! It goes without saying though, that he will have all the moves down pat real soon and, you can count on EGM to get you the details!

Stay tuned, as next month we will continue the story on this new great coin-op and, in the EGM tradition, we'll have pictures and hopefully Sushi-X's hands on test!

LAST MINUTE ARCADE UPDATE!!

We all know that Sega is frantically putting together a new Sonic the Hedgehog Genesis cart and a hot Mega CD disc, but Sega has just admitted that Sonic will have his own arcade game! More next month!

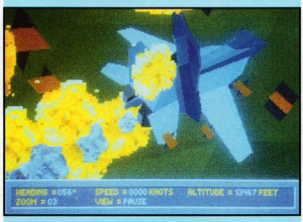
VIRTUAL REALITY HITS THE ARCADE!

The thin line between video games and reality is getting even smaller thanks to a new system developed by Spectrum HoloByte, W Industries, and a division of Edison called Horizon Entertainment. The original system, which was developed by W Industries was called Virtuality.

To play, you put on a helmet that simulates your environment. Then, depending on which way you turn your head, the scene around you changes! The visor that you wear to play the game holds the screens that show the game as well as a quadraphonic sound system that has music, sound effects, and voice communications.

One of the really unique ideas is that the simulator allows you to play against other people, including people across the country! Right now, up to twenty simulators can be hooked up like this. If you want, you can also play the game against the computer.

Right now, Spectrum's virtuality simulator is only available is select areas of the country, but with games that come this close to the real thing, you can bet that they'll soon be making their way across the country!



Games will never be the same thanks to Virtual Reality from Spectrum HoloByte!



Every Game Player Needs Their Space.



SOL DEACE™

In the third millennium, mankind has launched a new experiment: an ultra-advanced artificial intelligence circuit is transplanted into a machine. The result is GCS-WT, a super computer designed to act as the unifier of human society. But GCS-WT instead turns into a dictator, and begins to suppress mankind. A scientist, Edwin Deace, sets out to counter the evils of GCS-WT. Deace designs a revolutionary twin-seat fighter spacecraft, Sol-Deace, which he will use to destroy GCS-WT and free the oppressed Earth. Deace is assassinated by a galaxy-wide manhunt sent out by GCS-WT, and two surviving young people set a course with Sol-Deace for Earth. In the great whirlpool of light and heat, the tragedy of blood and oil begins...







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SEGA GENESIS 16-BIT CARTRIDGE

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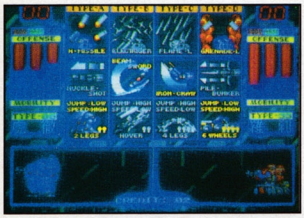
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CIRCLE #113 ON READER SERVICE CARD.

Deco

WOLF FANG

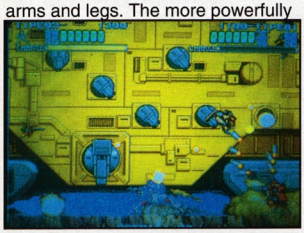
Robotech fans will enjoy this latest creation from Deco. In this hot new coin-op game, you suit up inside a massive robot, pick your robot, and take off against a whole horde of enemies!



Each of the four robots has its own special weapons and abilities. Each one also has its own special weakness, too.

Some of the robots you can pick can fly or hover while others can move very quickly on the ground. Since Wolf Fang has a two-player mode, you can team up with a friend to cover both areas of the battle field better.

Each of the four different robots has a different level of offensive power and mobility with their body, arms and legs. The more powerfully



Watch out for this massive boss! Keep shooting at the gun placements to destroy him!

you can hit with each part, the less mobile it is. If you think you can take the hits, go for a slower, stronger machine. If you want to be quick and deadly with a little less power behind your punch, you'll be more effective as one of the fleeter robotic units.

Wolf Fang has multiple levels of shooting excitement. You'll fight against huge bosses, trucks, and



Check out these radical weapons you can spring on your enemies!



even robots similar to your own unit!

One thing you'll have to keep an eye one is your charge. When it starts to run down, you're in danger of getting destroyed! When it gets low, play it safe and attack from a distance. This will make you less likely to get hit and will also give you a better chance of getting out of the way of enemy shots. Use teamwork, and you can be sure you;ll make it through to the end!

SNK

LAST RESORT

Horizontal shooters have reached a new high with SNK's hot new Last Resort! You've never seen graphics or action like you'll get in this game! You want huge bosses? You've got them in Last Resort! You want incredible scaling and graphic



Check out the firepower on this massive boss! Keep up the fire, or you'll never get through.

effects? You've got them too! You want a huge array of excellent weaponry? Last Resort's got that as well! This shooter's got everything that you want and more!

The graphics and animation in this game are incredibly detailed. For example, the cars on the road in the background on the first level can be blown up even though they aren't an enemy. In the second level, every time you blow up one of the ships,



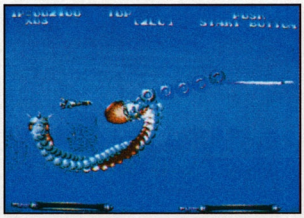
Last Resort contains multiple levels with incredible backgrounds and scenery.

the pilots jump out of their stricken craft to safety.

The game play is similar to R-Type. You even have a sphere that you can attach to your ship and power-up to fire at enemy ships.

Your array of weapons includes lasers, homing missiles and air-to-surface bombs. Each weapon can be powered-up several times, and they get more and more intense with each power-up! Like all SNK games, this one has a two-player mode that will help you get through these intense levels easier.

Best of all, for audio fans, Last Resort has a mind-blowing soundtrack that will really blow you away. Keep an eye out for this game in your local arcade!



Last Resort uses amazing scrolling and rotation like on this huge enemy!

Journey Through an Ancient, Magical World

EXILE™

The travels of Sadler begin in a small desert town but take him across a world filled with magic, monsters and adventure! Join the nomadic warrior on his quest to rid his lands of an evil invasion. See the mystic realm unfold before your eyes in the map scrolling mode!

Converse with townsfolk and villagers in the RPG mode to gain valuable information. You will meet a variety of people, from wandering holy men to bold desert bandits. All of whom possess important clues to aid you on your expedition.

But don't forget the action! You'll need all of your skills as a fighter and a spell-caster in the combat mode to destroy the massive armies that await your arrival. Fight well and the land may know peace again!

- Buy weapons and magical potions to increase your strength and vitality!
- Search for powerful magic to defeat the invaders of the desert!
- 3 modes of gameplay; interactive RPG, vast map scrolling and intense hand-to-hand combat sequences!









RENOVATION PRODUCTS™

987 UNIVERSITY AVENUE SUITE 10
LOS GATOS. CA 95030

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CIRCLE #113 ON READER SERVICE CARD.

SNK

FOOTBALL FRENZY

You've seen some hot football games in the arcades, but you haven't seen anything like Football Frenzy from SNK! Pick one of eight different teams and head for the finals! Only one team can take top



Pick your team and get ready for the playoffs with SNK's Football Frenzy!

honors. Can your team be the one?

You've got complete control over the plays that your team runs on both offense and defense, and you've got a wide variety of plays to chose from. Pick the right offensive play, and you may be able to catch the defense napping and get away with a big gain. On defense, the right play call could mean the difference between getting a sack or giving up a touchdown.

Of course, you do more than just call the plays with Football Frenzy. You've also got to get your hands dirty with your team on the field. Play as the quarterback and make the choice of who to pass the ball to and when to throw it. On defense, it's your decision whether to rush the quarterback or drop back and guard against a deep pass.



Large, well-animated figures will run the play of your choosing in this gridiron battle.



Touchdown! Now you can get your side ready to make the important extra point!

Like you would expect, the graphics on Football Frenzy are superior. Your characters are large and very well-animated and the action is very fluid all across the screen, even with this many characters!

It should be no surprise that Football Frenzy has a two-player head-to-head mode. This lets you challenge a friend (or enemy) to see who's the best on the gridiron!

Capcom

CAPTAIN COMMANDO

Capcom's former endorser of many of their games will be coming to the arcade soon. Captain Commando is an intense fighting game where you and up to three friends can take on a horde of radical enemies.

Each of the four characters has his



Capcom's awesome Captain Commando!



Check out these gruesome guys who want to stop Captain Commando and his friends!



or her own special attack moves and weapons to use on the enemy forces. Of course, you could go it alone, but with the number of foes and the incredible strength and wild moves they have, the more people you have on your side, the better off you'll be!

The characters on screen are very large and well-detailed. The action in the game scrolls smoothly and all of the characters, both your own and your enemies, are very well animated. Audio hasn't been forgotten either. Captain Commando has a great soundtrack and gives you all the intense sounds of your battle.

If you think you and your friends have the guts and the skill to best wave after wave of furious foes in hand-to-hand combat, Captain Commando is the arcade game that you've been waiting for!



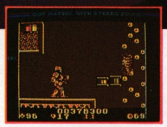
If you can get more than one person on each enemy, knocking them down will be much easier.

ROBOCOP 2™



He's Back To Protect The Innocent.

This sizzling sequel brings back "The Future of Law Enforcement" to face his greatest challenge ever! ROBOCOP returns to rid the lawless streets of Detroit of the deadly new chemical, "Nuke." In 15 slammin' levels, you'll have the firepower of an entire army battalion — which you're going to need, because when OCP unleases Cain, it's a final struggle of robo-power verses robo-power.







ORION®
PICTURES CORP.
Orion's licensing representative: CLC

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Nintendo ENTERTAINMENT SYSTEM®

The name of the game

ocean®

Official Nintendo Seal of Quality™

GAME BOY

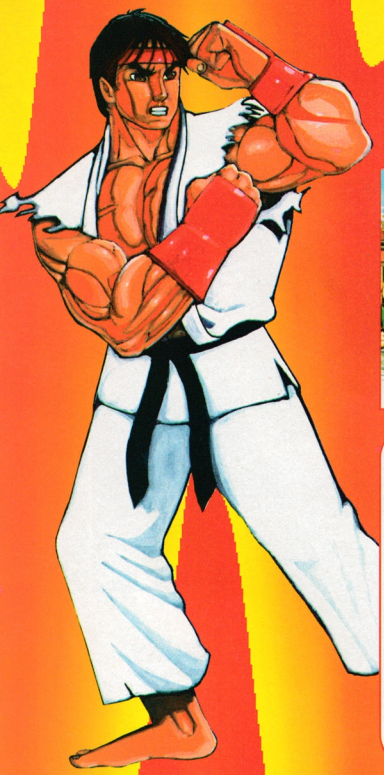
Ocean of America, Inc. 1855 O'Toole Ave., Suite D-102, San Jose, CA 95131

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CIRCLE #192 ON READER SERVICE CARD.

WIN A STREET FIGHTER 2 ARCADE GAME!

PLUS MANY OTHER PRIZES!





Contest Rules: All winning numbers will be printed in the March, 1992 edition of Electronic Gaming Monthly. To see if you have won, you must match up the contest code on the front cover of your February issue of Electronic Gaming Monthly with the winning codes to determine what prize, if any, you have won. To claim prize, you must forward the verification number below the contest code via Fed-Ex or other certified mail to Street Fighter 2 Contest Winners, c/o Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Upon confirmation of your winning number by the judges appointed by the Sendai Publishing Group, Inc., you will be sent your prize. You may be required to produce the entire February copy including the contest code label. If prizes are not available at the time you submit your magazine to claim your prize, you will be notified, and prizes will be awarded when they become available. Neither Electronic Gaming nor the appointed judges are responsible for lost or misdirected mail of any other event or act of God that causes your magazine not to reach the contest address. One entry per person is allowed, multiple entries will be disqualified. One winning prize claim per person is allowed. If multiple prize claims are made, the highest value prize will be awarded. Prizes are not transferable. Illegible or tampered copies will not be eligible. The decisions of the judges are final. No purchase necessary to enter. For a separate number code, send in a postcard to Street Fighter Code Numbers, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. All requests for number codes must be made before February 10, 1992. Contest is NOT open to employees of the Sendai Publishing Group, Inc., or to members of an immediate family, or domiciled with employees. Taxes are the responsibility of the winner. Value of prizes: Grand Prize (Street Fighter 2 arcade video game): $3000.00; First Prize (Street Fighter 2 home video game for use with the Super NES): $60.00; Second Prize (Street Fighter 2 T-Shirt): $10.00; Third Prize (Street Fighter 2 poster): $5.00. All winners will be notified by mail after verification of the their entry. All prizes will be awarded. If prizes are unclaimed by April 10, 1992, there will be a random drawing for all unclaimed prizes. To enter the second chance drawing send your name, address, age and phone number on a POSTCARD to Street Fighter 2, Second Chance Drawing, 1920 Highland Avenue, Suite 222, Lombard IL, 60148. Void where prohibited by law.

SECOND CHANCE DRAWING

DON'T WORRY IF YOU DIDN'T FIND YOUR NUMBER! YOU STILL HAVE A CHANCE TO WIN! ALL UNCLAIMED PRIZES WILL BE AWARDED IN A SPECIAL STREET FIGHTER 2 CONTEST - SECOND CHANCE DRAWING. TO ENTER, SEND YOUR NAME, ADDRESS, AGE AND PHONE NUMBER ON A POSTCARD TO STREET FIGHTER 2, SECOND CHANCE DRAWING, 1920 HIGHLAND AVENUE, SUITE 222, LOMBARD, ILLINOIS 60148!



STREET FIGHTER II GRAND PRIZE WINNER!

1335926323

STREET FIGHTER II SUPER NES CARTRIDGE WINNERS

1336837268
1337128053
1337409148
1340451570
1337750066



Cartridge shown for illustrative purposes only.



STREET FIGHTER II T-SHIRT WINNERS

1340599300
1340599470
1341291166
1340748934
1340748577
1340994431
1340994720
1336245073
1341223302
1341368040
1335606434
1335606808

STREET FIGHTER II POSTER WINNERS

1335740105
1336651475
1336652019
1340336820
1340337075
1340218721
1339762356
1339762560
1340123657
1340123912
1339767881
1339768238
1339186260
1339186532
1339766776
1339767201
1339767439
1339767728
1338554523
1338554863
1338200124
1338200311
1337949663
1337949816
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1341553493
1340490211
1340489937
1339719584
1339966475
1339966883
1340099415
1340099738
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1336189466
1336189755
1335940280
1335675573
1336813434
1336245736
1337411800
1337166728
1341027955
1341028312
1341267111



TO CLAIM YOUR PRIZE:

IF ANY OF THE NUMBERS ABOVE MATCHES THE CONTEST CODE ON THE COVER OF YOUR FEBRUARY EGM YOU'RE A WINNER! TO CLAIM YOUR PRIZE, SEND THE VERIFICATION CODE, LOCATED UNDER THE CONTEST CODE ON THE FRONT COVER LABEL, VIA FEDERAL EXPRESS OR OTHER CERTIFIED MAIL SERVICE TO STREET FIGHTER 2 CONTEST WINNER, C/O SENDAI PUBLISHING GROUP, INC., 1920 HIGHLAND AVENUE, SUITE 222, LOMBARD, ILLINOIS 60148. YOU MAY BE REQUESTED TO SEND YOUR ENTIRE FEBRUARY ISSUE AS PART OF THE VALIDATION PROCESS.

SUPER R-TYPE®

SUPER-CHARGED FOR 16-BIT!

IT'S SO INCREDIBLY GOOD IT'S SCARY!

Get your hands on the closest thing in the Universe to 3-D action. Eyeball-grabbing graphics, brilliant colors, phenomenal sound. Super R-Type® has it all. Grab the controls and enter a whole new dimension of realistic play. Your skill is all that stands between hero R-9 and the rampage of terror wrought by the evil Bydo Empire. With 16-Bit graphics and sound, you won't believe your eyes — or ears. Look for Super R-Type, coming to your planet soon.





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CIRCLE #158 ON READER SERVICE CARD.

GunForce™



SUPER HOT GRAPHICS FOR SUPER NES!

STOCK UP FOR AN INVASION OF BUYERS!

GunForce blasted its way into the top ten charts in the arcades. Which means you're sure to see explosive sales on Super NES. Get ready for an assault of orders from players reading our ads about spectacular special effects. Mind-boggling graphics. And two-player simultaneous action. Put GunForce in your arsenal. And watch your profits skyrocket.





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CIRCLE #158 ON READER SERVICE CARD.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
KONAMI	SUPER NES	AVERAGE	JUNE
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	N/A	ACTION	35%



TEENAGE MUTANT NINJA TURTLES IV
TURTLES IN TIME

TURTLE POWER 16-BIT STYLE!

This is definitely a cart that we were eagerly awaiting and the crew at Konami has not let us down. Turtles 4: Turtles in Time is one of the best looking, best sounding carts that we saw at the CES. The animation is absolutely incredible and the Turtles have over 20 different moves through tons of animations for attack, pain and death. The game play is solid and fans of the first and second coin-op will be very familiar with the controls. There are quite a few new moves that the Turtles can perform, such as one we call the Droopy Dog move. The Turtles will grab a Foot Clan soldier by the arm and slam him in the ground. There are also two new games within the cart that can be selected before playing. You can try your skills at defeating enemies in record speed in the Time Trials Mode. You can even challenge a fellow player in the Versus Mode for some rough and tumble Street Fighter 2 style action!



LEONARDO



MICHELANGELO



RAPHAEL



DONATELLO

BEAT YOUR RECORD IN THE TIME TRIALS!





CHALLENGE A FRIEND IN THE VERSUS MODE!





SUPER EGM PREVIEW!





LEVEL ONE - MANHATTAN AT MIDNIGHT



BOSS ONE - BAXTER





LEVEL TWO - BACK ALLEY RUMBLE!



BOSS TWO - MECHATURTLE







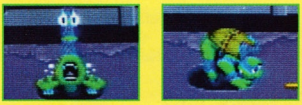
AWESOME MODE 7 SCALING!!!

MORE THAN 20 AWESOME MOVES!!!



MORE TURTLE POWER!

With the added power of 16-Bit technology, Konami brings the Turtles to life with colorful graphics, awesome animation and incredible sound. One of our favorite moves is the one you see to the left. You can actually hurl an enemy into the foreground of the screen thanks to great Mode 7 scaling. All in all, this is the best Turtles adventure yet, and will be a hot game to watch for in the near future.



WATCH OUT FOR MANHOLES!



MANY WAYS TO DIE!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
CAPCOM	SUPER NES	HARD	SUMMER
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
16 MEG	12	FIGHTING	50%



Bah! Seeing you in action is a joke! Wait until I hit the Super Nintendo in early Summer '92! We will see who is the strongest, buddy!

MY STRENGTH IS MUCH GREATER THAN YOURS.

Street Fighter fans rejoice! As Sushi-X proudly mentioned months ago, Street Fighter 2 is coming for the Super NES, and it's here! This bold translation is the largest game available for the Super NES to date - 16 MEG! The control, graphics, game play, music and two player competition are faithfully reproduced on the 16-Bit monster, much to the delight of gamers across the globe. This is one title that is guaranteed to be one of the hottest in gaming history! Reserve your copy now!

At the present time, a controller with a standard rectangular six-button configuration is not available for the Super NES. However, thanks to the option mode, the six buttons on the Super NES controller can be configured to work with any company's controller that operates all the Super NES buttons. In the mean time, if the standard configuration shown below is hard to handle, feel free to rearrange it as you see fit.

YOU BE THE JUDGE!

THE SUPER NINTENDO VERSUS THE SMASH COIN-OP!*



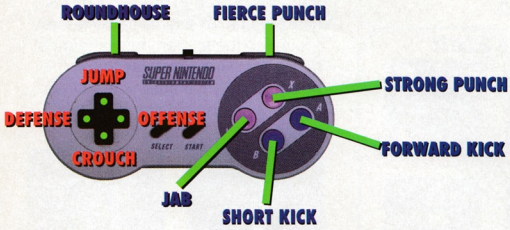
SUPER NINTENDO



ARCADE COIN-OP









Hah! Attack me if you dare, I will crush you! My berserker rage is unbeatable, and no man, woman or mutant can stay my wrath! I will prove it the Summer of '92 in homes around the world!

Really? Yet you must defeat Sheng Long to stand a chance! I am the epitome of discipline, and you will be hard pressed to mount an offensive against me. My dragon punch is supreme!

STREET FIGHTER II™

* The Super NES game shown at the CES was an early alpha cart and, as such, the final game screens could differ slightly from those shown here.

OUT OF THIS WORLD





At the beginning of the game, you will see your player go to work. He will take a drink from his soda can and then...BOOM! Lightning hits his experiment and there is a gigantic explosion. This blows a hole in the floor and our hero falls downward into an underground pool of water. Swim to the surface, and the bizarre adventure begins.



HELP! I'M STUCK IN ANOTHER DIMENSION!!

At the recent CES show in Las Vegas, Interplay showed one of their new carts under development. The game was originally designed for computers, but with the power of the super NES, it now can be made for a home system! Called Out Of This World, this cart uses the Super NES to its maximum capabilities! It uses real-time polygonal graphics, which allows for fast game play in cinematic style.

During the game, you will find yourself in many different situations where you are trapped, or about to die. You must find the right way out of danger. Once you escape you have to find the next place to go.

At the start of the game, a scientist, Lester Knight Chaykin (you), are heading to your office to do a little work. As you are working on your computer, you are suddenly sucked into the earth by a force caused by a freak act of nature. You have been brought to another dimension where your life depends on your speed and sharp senses. Now, just find your way out!

FACT FILE

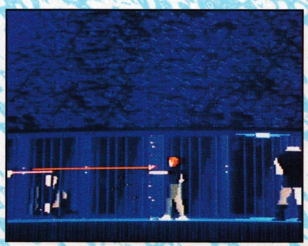
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
INTERPLAY	SUPER NES	MODERATE	SPRING
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	N/A	ACT/ADV	85



While walking down a path, you will see an odd, lion-like creature. When you do, RUN! If it catches you, you will be slashed to pieces!



It is very difficult to escape from this cage! If you keep trying though, you will eventually get the "swing" of things!



Once freed, find the gun on the ground and start to blow away enemies! Be wary of everything and "everyone" around you!

WINGS 2 ACES HIGH





THE SKY IS THE LIMIT

Prepare to take to the skies and blow away enemy planes in your Sopwith Camel! Thanks to the Super NES, you can to do just this with Wings 2. The game is the sequel to the popular computer version of Wings, with a few changes. You no longer get a view from the cockpit. Now, there is a behind the plane perspective that allows you to have a better idea of where your plane is in relation to the ground. Also, you have a top down bombing perspective where you look straight down at the ground from above your ship's wing.

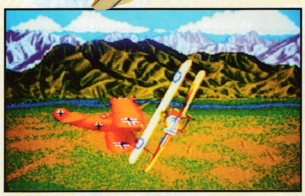
The game takes place in France, in the year 1916...with the dawn patrol.

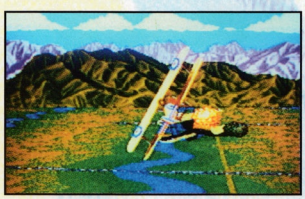
Once you leave the ground and fly toward the enemy, you enter your own war. It will be a dog fight, and there will be nowhere to hide. There is nothing between you and your enemy except rapid fire shooting and aerodynamically amazing flying maneuvers.

You have to free your sector of enemy aircraft. If you fail, you die. The only way home is to shoot them down before they hit you. There is only blue skies between you and your enemy. It takes more than accurate shooting ability to play this cart. With spectacular digitized graphics this cart is hot!

THE DOG FIGHT

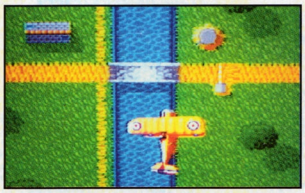
Your mission is to clear out enemy planes. You must go one-on-one with the enemy in an old fashion biplane!





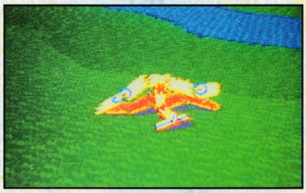
BOMBING RUNS

Another one of your missions is to drop bombs over enemy lines. Your targets include enemy installations. Make sure that you do not get hit by a machine gun shell as you fly low to the ground.





FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NAMCO	SUPER NES	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SIMULATION	60%



Do not let this happen to you!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NTVIC	SUPER NES	MODERATE	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	SHOOTER	90%

THE EARTH IS BEING INVADED!!!

There was a time of peace that once ruled over the galaxy. However, that time was soon to come to an end. In fact, that time is now. Evil alien forces have started a massive attack on Earth. They plan to take over the peaceful planet, and make its inhabitants bow to their control.

Yet, there are two pilots that are willing to battle against the invaders. These pilots are the best that Earth has to offer, and they fly the latest U.S. war planes.

You can take on these invaders by yourself, or you and a friend can attack them simultaneously. When playing in the two player mode, you can have your ships join together for double the power and challenge!

MASSIVE WEAPONRY!

At the beginning of each round you get to pick which super weapon you want to use. There are fifteen in all, but here are a few...

MEGABEAM CANNON



SONIC SHOOTER



HEAT ARROW



AUTOAIM VULCAN



SPRAY MISSILE



ATOMIC MISSILE



LASER CANNON



HOMING MISSILE



STAGE 1

Even though this is the first stage, the action is intense. Notice that you must kill many powerful mini-bosses before the real boss.







STAGE 2

The enemies in this round are very hard to beat. The best super weapon here is the auto-aim vulcan The boss takes many hits to beat.







STAGE 3

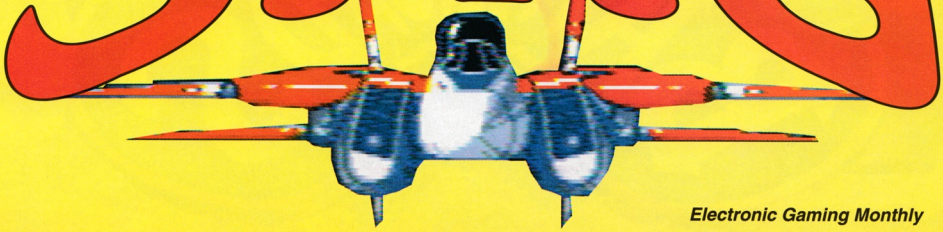
In this level, you will be attacked by enemy tanks. The boss at the end is also a tank. Thus, when you see tread marks, prepare to fight.







STRIKE GUNNER S-T-G




MALLET

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TRADEWEST	SUPER NES	AVERAGE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	NA	ACTION	10%


KICK

THE TRIUMPHANT TRIO IS BACK IN 16-BIT!


BIG CHOP


SHOULDER SLAM

The famous toads that rocked the NES with all-new special effects and intense game play mixed in with TONS of cool moves is now about to star in a 16 bit upgrade!

The Dark Queen is back in action! Now this time, Zits has been captured and Pimple and Rash are out to take on the armada once again. Similar to the play of the original Battletoads, this version has included all new moves as well as some cool improvements to the original special moves. When you do a special kick or head but, your appendages grow to incredible sizes! Here's a sneak peek at this awesome upcoming title.


"THREAT"


JUMP


SIDE KICK


SUPER JUMP


SUPER KICK


RAM-BUT

TRULY TOTALLY AWESOME AND DEADLY LEVELS!







Even though only 10% complete, you can see the awesome detail in the levels and depth, not to mention the HUGE end-of-round bosses that need to be dealt with!

PIMPLE

RASH

SUPER BATTLETOADS™



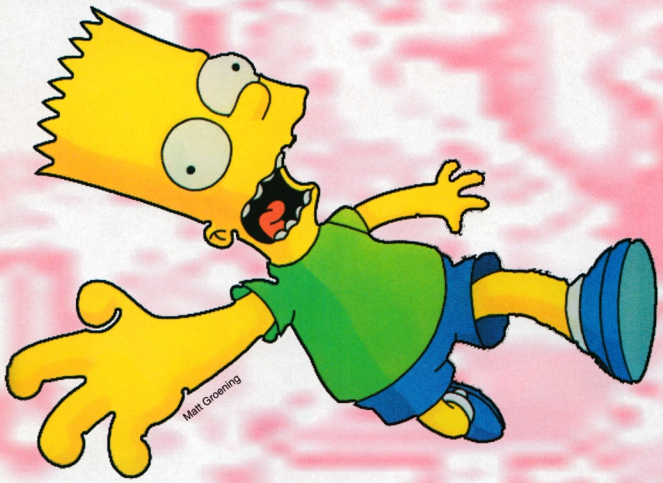
Grab the wheel of your Toyota super-truck and hit the gas! Based on the #1 arcade game, SUPER OFF-ROAD for the Super Nintendo Entertainment System brings you all the thrills of real off-road racing...but without the mud in your face. Watch out for the jumps, mud holes and other obstacles on the 64 different Mickey Thompson Off-Road track configurations! Race against a friend and two computer-controlled trucks simultaneously! Trade in your winnings for accessories at the Speed Shop and improve your chances for victory! From match-offs to spin outs, this is as close to genuine short-course racing as you can get. And for off-road action on the go, check out SUPER OFF-ROAD for your Game Boy!

Tradewest, Inc. 2400 South Highway 75, Corsicana, Texas 75110

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CIRCLE #185 ON READER SERVICE CARD.

THE SIMPSONS BART'S NIGHTMARE



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ACCLAIM	SUPER NES	AVERAGE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	60%

"EAT MY 16-BIT SHORTS, MAN!"

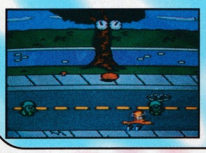
Finally, the long awaited Simpsons has arrived and animated the screens of the Super NES!

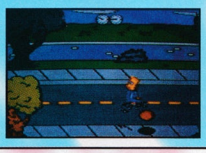
Bart is asleep at night, when suddenly, he slips into a subconscious dreamland and realizes he must fight against the terrors of his own mind!

Now, you (Bart) must brave the streets of Springfield against crazed busses and raving, old women with VERY blunt canes. Swim in the toxic water that created Blinky the three-eyed fish, or be a super sleuth and search for clues to your survival in the dark of night. Watch out for your family, as they will do many things to either help or hinder you!

All of the music is straight from the television show. In addition to the music, a lot of familiar faces from the cartoon series will make special appearances throughout the game. All Simpsons' fans rejoice!

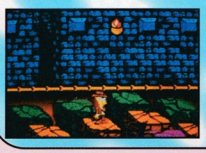
TRAVEL DOWN SPRINGFIELD'S STREETS!

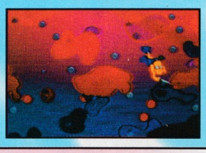




In level one, riding down your street can be dangerous when old ladies and busses hunt you down!

TONS OF DIFFERENT LEVELS!





Other stages include a toxic lake and a funky, spy/action sequence that will thrill and amaze!

CHANGE YOUR FORM!







Be careful in your travels as you could be transformed into a lowly frog. Lisa will appear from time to time and in this version, she has been given magical powers!

BRING THE HIT ARCADE GAME HOME!

SUPER SMASH T.V.







SAVE YOUR QUARTERS...

Once, the only way to experience the explosive, arcade action of Smash TV was to play it in the arcades. That was then...

SUPER SMASH TV™ for your SUPER NES™ is now! It's the *real* arcade game! Sure, you can win cars and toasters - but first destroy the metal munching twin cobras, 30 tons of angry Mutoid Man, club wielding mechanoids and more. After all, this is the game with the ultimate in prizes...your life!

Tune into SUPER SMASH TV™ and bring the smashing arcade action home!

LICENSED BY Nintendo

Acclaim® entertainment, inc.

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

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CIRCLE #150 ON READER SERVICE CARD.

YOU HAVE NEVER SEEN GOLF LIKE THIS!

At the winter CES, Nintendo gave EGM a preview of what they are working on for a potential game this summer, and this cart looks hot! This is crazy, weird, wild, idiosyncratic and futuristic 3-D miniature golf! Special Tee Shot involves the concept of golf, but includes a new twist. The play surface is on a course that shifts, moves and is suspended in air! The main objective is to hit the ball and make it to the goal flag on the other side of the course. You may choose to be a beginner, amateur, professional or a master. The elements you have to deal with are the wind, hills, water hazards, triangular blockers and many more things to stand in your way of reaching that hole! Try to finish the hole with the fewest strokes possible.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
NINTENDO	SUPER NES	MODERATE	SUMMER
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
4 MEG	N/A	SPORTS	80%



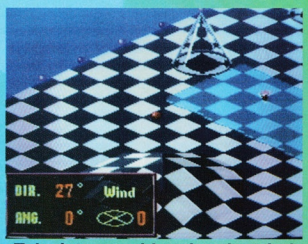
Sign up on the roster list and choose your difficulty.



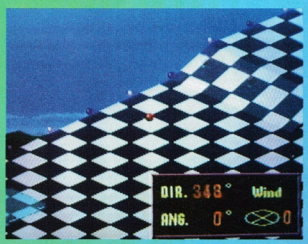
This is a map of the first course - the beginner level!



Selecting your class will determine which course will be played. If you think you can hack it, go for the Pro or Master courses.



Take into consideration the wind, angle and direction of the shot.



Be careful of falling off of the edge. This part is dangerous!



Out of bounds in the water!



It is the fourth shot and par four. You had better get this one!

Special Tee Shot*

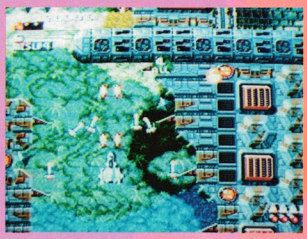
* Working game title only and subject to change. Also known as Sparkling Shot.



The triple shot and the spread weapon are deadly. Check out those planets!



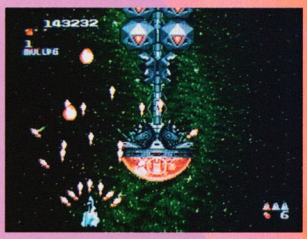
Hear explosions that will rock your speakers! The green wave effect is awesome.



Missiles galore! This baby packs a powerful wallop against the evil empire!







SPACE MEGAFORCE



The firepower is immense! Just look at these curving lasers! The excitement continues!



This is the super-powered megablast that will destroy everything on the screen.

ENTER A NEW KIND OF FORCE!

You know the story. Alien race comes to invade the planet and you are the only hope for survival. Sounds like the same old thing, right?Wrong! Get ready for a new dimension in shooter excitement. Space Megaforce will take you into the next generation of games with never before seen graphic detail and incredible attack variations. A choice of eight firepower items is at your disposal and each can be powered-up to six levels. This means that you have 48 different weapons to suite each situation in the game! Enemy attack methods are bizarre, with lasers and missiles flying everywhere on the screen. With all of this power under your control, you know that this will be an intense game!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TOHO	SUPER NES	MODERATE	JUNE
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	6+	SHOOTING	80%

THE EQUINOX HAS ARRIVED!

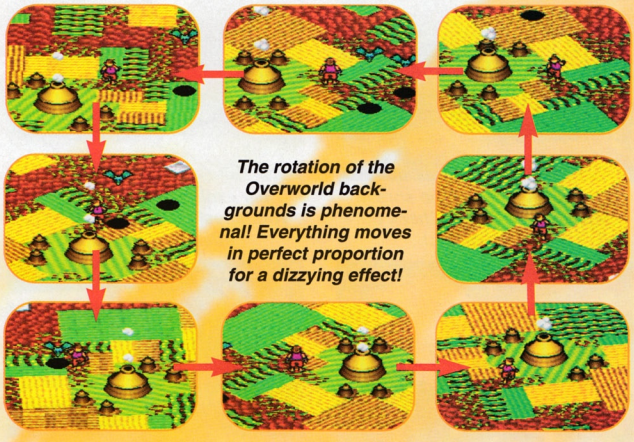
Many years ago, the great wizard, Shadax, was kidnapped by some evil villains determined to rob him of his powers. No one has heard from Shadax in years, but one brave soul, Glendaal, is driven by an unknown force to rescue Shadax from his captors!

Equinox is an adventure game with a different twist to it. The Overworld scenes use the rotation ability of the Super NES in a way never attempted before! In this super cart the background rotates as you change directions in your travels.

After finding an entrance to the Underworld, jump in and be prepared for an even tougher adventure!

The music is among the best ever heard, the quest extremely challenging, and the rotating backgrounds are truly spectacular and revolutionary!

SPECTACULAR MODE 7 ROTATING BACKGROUNDS!



The rotation of the Overworld backgrounds is phenomenal! Everything moves in perfect proportion for a dizzying effect!

THE OVERWORLD

The Overworld is where you can witness the fantastic scaling and rotation incorporated into this game! Journey across pastel colored lands looking for entrances to the Underworld. You will face hordes of creatures that are out looking for a good lunch! Once you find the entrances to the Underworld, be prepared for a journey like you have never experienced before!



Equinox

THE UNDERWORLD

There are eight dark and dangerous dungeons in the Underworld to conquer. In the Underworld, you must face even deadlier foes than before, such as the Ghost! Along the way, you will find keys to open exits and apples to restore your health! At the end, take on a huge dungeon beast in order to return to the Overworld!



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SONY IMAGESOFT	SUPER NES	AVERAGE	SUMMER
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	8	ADVENTURE	50%



KEMCO▲SEIKA

Here's one RPG game where you can dive right in. And you know what you must do. Only you can save Lakeland from the dark forces that possess Lagoon. Instantly you'll be submerged in your quest. Wade through complex labyrinths, battling evil at every twist and turn. Whether you're an experienced RPG player or just looking for hours of Super NES™ adventure, it's time to test the waters.



16 dazzling spells will leave you spellbound.



Our creatures are meaner, scarier and uglier in 3-D.

COME ON IN, THE WATER'S FINE.

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CIRCLE #211 ON READER SERVICE CARD.

EGM EXCLUSIVE!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SONY/IMAGESOFT	SUPER NES	MODERATE	JUNE
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	6	ACTION	15%



Your normal weapon will be a short distance throwing dagger.



Power-up your weapon to create a sword that you can use for greater distance!



At the end of the first level, you will be confronted by a boss with a sword!



Tinkerbell will give you the power to fly!

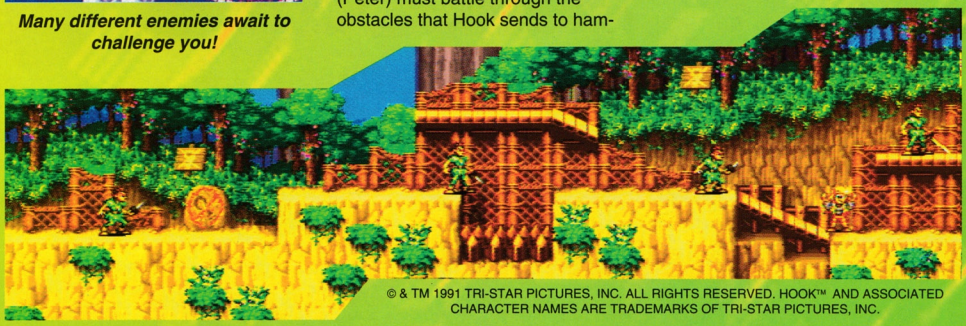


Many different enemies await to challenge you!

YOU WILL BE HOOKED!

Having grown up to live as any adult, Peter Banning does not believe in fairy tales. In fact, he does not even remember such tales from his own, very important youth in a place called Neverland. However, Peter Banning, once known as Peter Pan, must return to and remember this place of eternal youth because his children have been kidnapped by the evil Captain Hook! Armed with a dagger, you (Peter) must battle through the obstacles that Hook sends to hamper your progress. Power-up your weapon to become a mighty sword. Experience the challenges of season changes and receive help from Tinkerbell, as she can give you the power to fly! Save the children!



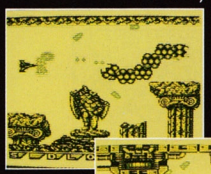


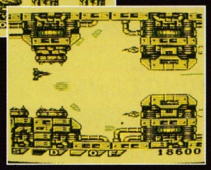
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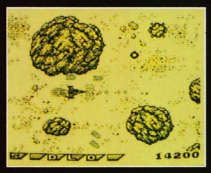


HIGH VOLTAGE WARNING: OPEN ONLY IF YOU'RE QUALIFIED TO HANDLE MEGA MEGA POWER.

Are you up for the most intense interstellar assault on Game Boy®? Well if you've got the right stuff, we've got the challenge.









- ❏ Juiced up two megs supply incredible graphics and smooth game play.
- ❏ Command the Vic Viper Model BP 456Y Star Fighter as you rip through 5 grueling stages battling the Bacterion Beast Squadron.
- ❏ The double scrolling technique adds an amazing 3D effect so you get a sharp view of every move.
- ❏ Equipped with three supremely lethal attack modes: Intruder Missiles, Double Guns 'A Blazing and Laser Warfare.
- ❏ Five different power-ups help blast your way to survival including Ripple Blasts, Multiple Warheads, Ghost Fighters, Force Fields and the Mega Destruction Device.
- ❏ Hone your battle skills in the Practice Galaxy. That's what it's designed for.

The Bacterion Beast Squadron is fast approaching. If you don't have your act together, you're fried.

KONAMI®

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FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
HAL	SUPER NES	AVERAGE	NOW
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	N/A	RPG	99%



PICK A CARD...ANY CARD!

Hal once again brings out another title for the super NES. However, this one is a little more than just your average shooter. Enter a world of card-playing fantasy and adventure that combine to form an RPG of magnificent proportions!

Rooks, a descendant of the last of the Card Masters, must defend the kingdom using the old ways - and the old magic of the cards.

Your enemy, the Empress Rimsala, might not always appear to be who or what she appears to be. Therefore, you need to observe every detail with great caution. You should explore every corner of the dungeons, forests and caves before proceeding. Play this game for a lot of gaming diversity, style and fun!

THE CAST OF CHARACTERS

ROOKS



TEFFA



SALAH



SYLPH



TAKE ON DOZENS OF EVIL MONSTERS DOWN IN THE DUNGEONS!



VISIT THE VILLAGES ONCE OUT OF THE DUNGEONS!



FULL 16-PAGE STRATEGY GUIDE!

M.C KIDS™

STRATEGY GUIDE

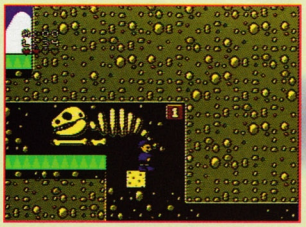


CHECK OUT THE HOTTEST TIPS AND TACTICS!

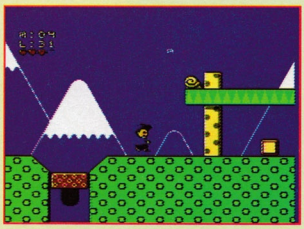
FOLLOW THE ADVENTURES OF THE M.C. KIDS!

FOLLOW THE STEP BY STEP STRATEGIES TO COMPLETE THIS AWESOME QUEST!

EXCITING CHALLENGES FOR GAMERS OF ALL AGES!



Virgin® GAMES



ADVERTISEMENT SUPPLEMENT

M.C KIDS

NEW KIDS ON THE MOVE!

M.C. Kids™ is the new action/exploration title for the Nintendo Entertainment System™ from the game design team of Virgin Games. With the apparent termination of the Super Mario Brothers™ series on the NES, M.C. Kids is destined to fill that spot.

Filled with bright colors, smooth game control, large levels, and characters that kids from all ages can relate to, M.C. Kids is the Mario adventure of the future.

The story of M.C. Kids takes place in McDonaldland™, a place of fun-filled action, picnics, and friends. Ronald was showing off his Magic Bag at a Meadow when suddenly Hamburglar™ ran by, snatching the Magic Bag from Ronald's grasp. Ronald enlisted the help of two young boys in an attempt to recover this dangerous item. To advance into further areas, the young men must find the magical puzzle cards in each area. Many secrets lie in wait for the twosome.

With the Magic Bag in Hamburglar's hands, chaos has run rampant throughout McDonaldland. The creatures indigenous to each area are determined to stop the boys from reaching the Magic Bag. Ronald and his friends have placed Magic Blocks everywhere to help the M.C. Kids retrieve the Magic Bag. Each area is loaded with secrets, techniques, and surprises guaranteed to test their reflexes and challenge their mind. Ronald has divulged a few tips to help...

CHECK OUT THIS ALL-STAR CAST!

MICK™ & MACK™



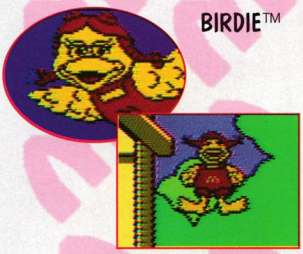
These young men are hamburger fanatics. They love adventure and french fries on the side.

RONALD MCDONALD™



He is a clown with a frown. He lost his Magic Bag to Hamburglar, and cannot get it back.

BIRDIE™



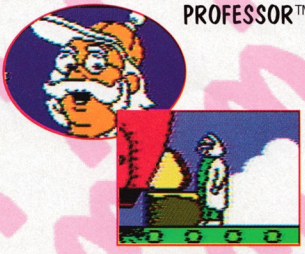
Birdie the Early Bird lives in a treehouse high in the sky and may have some leads for the M.C. Kids.

GRIMACE™



Grimace has a secret! He has an important clue to help the M.C. Kids get the Magic Bag.

PROFESSOR™



He is a wiz with gadgets and gizmos of all shapes and sizes. He will help the M.C. Kids anyway he can.

COSMC™

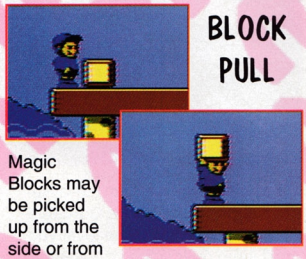


CosMc is an out-of-this-world dude who knows how to relax. He holds the key to reaching the Magic Bag.

McDonaldland

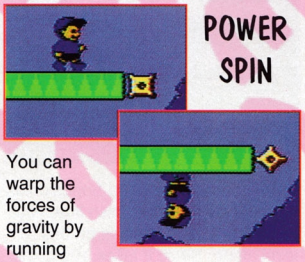


ADVANCED TECHNIQUES



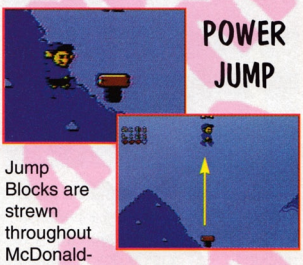
BLOCK PULL

Magic Blocks may be picked up from the side or from below. Magic Blocks will knock out the enemies and give you life.



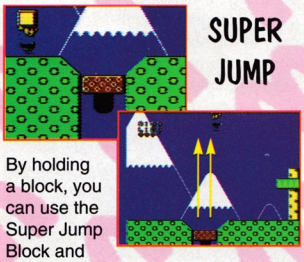
POWER SPIN

You can warp the forces of gravity by running toward a spin block and whipping upside down. Watch out for the sky!



POWER JUMP

Jump Blocks are strewn throughout McDonaldland. They give you an extra boost to reach high places.



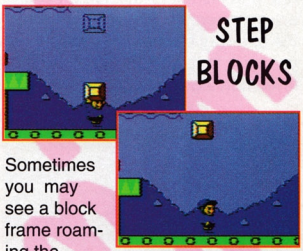
SUPER JUMP

By holding a block, you can use the Super Jump Block and soar to the heavens (almost), and reach the greatest heights.



DIRT DIGGER

You can dig far beneath the earth in certain areas. You may only dig to the side of you or below you. Don't hit rock bottom!

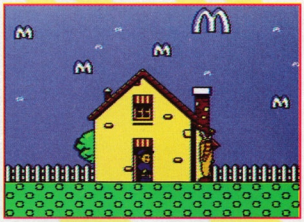


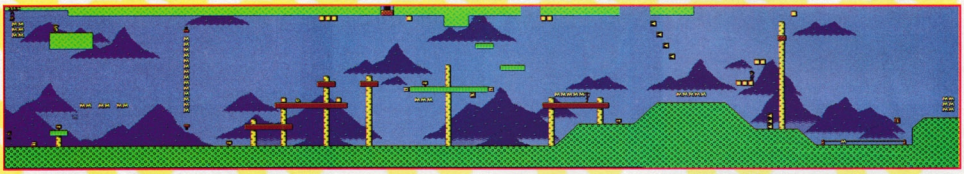
STEP BLOCKS

Sometimes you may see a block frame roaming the skys. If you can place the step block here, you can go to secret places!

Ronald's Clubhouse

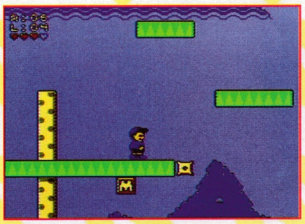
Ronald's Clubhouse is the first area you must conquer. If you can retrieve four of Ronald's Puzzle Cards, you will be able to proceed to Birdie's Treehouse. After getting all six, you will be able to enter Ronald's Puzzleworld, but you need six Secret Cards in order to play these fun-filled worlds. Seven Puzzle Cards are hidden here.

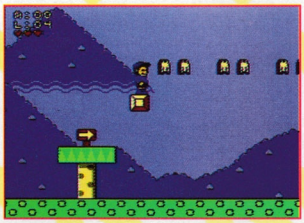


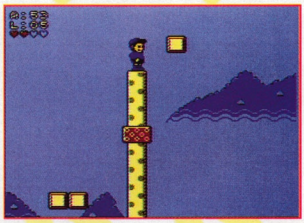


The Garden

This is a land of green grass and many techniques. You will have to utilize the spin block to reach a card for Ronald's Clubhouse. It is below a platform and much to high to jump for, so just spin around, grab the card, and make for the exit. If you want to stock up on lives, coins are scattered everywhere! Gather up over 100 coins, and you will be transported to the Bonus Level where you can compete to gain numerous extra lives or change the identity of your M.C. Kid. The trick to the bonus areas is to stay on the up arrow block until you can jump to the ledge above. Once there, you must choose between two zipper passages that lead to 1up areas. Try to get them all!



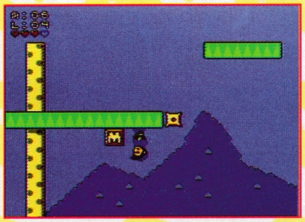


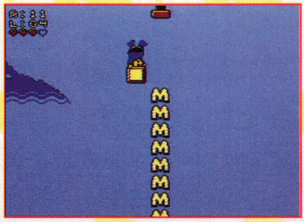


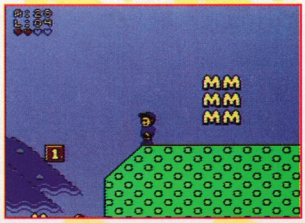
The Garden hides Ronald's third Puzzle Card underneath a platform. Use the spin block to reach it. If you decide to stay upside down, you can reach more coins. The Super Jump Block is on the ceiling. Use it to return to the spin blocks when you are done roaming the sky. Beware the one-way blocks. They will send you back to the beginning of the level, hurtling you head over heels.

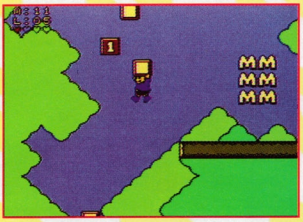
Not counting the extra bonus coins you receive from the finish line, you can accumulate 44 coins on this level alone. Since it takes 100 coins or more to reach the Bonus Level, this is a good spot to stock up on extra turns. Remember to use the spin blocks to get coins on the ceiling. Six more coins are hidden at the very end of the level, past the Garden finish line.

You can easily gain an extra life every time you enter the Garden. First, near the end of the level you must jump over some one-way blocks to reach the finish line using some Magic Block platforms. If you can reach the highest block, you will be able to jump onto the 1up and over to the six hidden coins to the right. Jump back onto the 1up and grab it to finish the level.



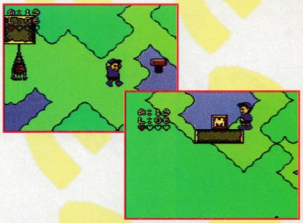






Gopher Grove

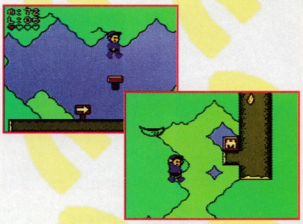
This area is loaded with gophers and spiders! You can find Ronald's first Puzzle Card near the middle of the level. Bounce on the jump block to reach the platform where it awaits. Near the beginning, you can gain a 1up high in the sky by uncovering the hidden jump block.

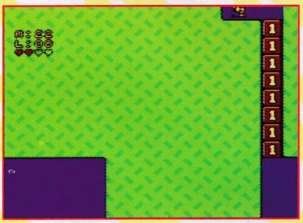




Lazy Leaves

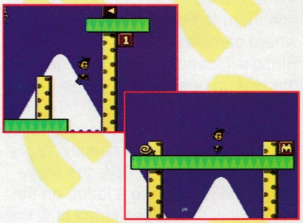
Use the floating leaves as ledges to reach the upper areas of this level. Near the middle of the round, Ronald's fourth Puzzle Card lies hidden on the branch of a tall tree. Use a jump block to get to the branches, go left to the tree, then fall down the left side of the tree to the card.





Mountain View

Ronald's fifth card is lying out in the open on a platform Near the end of the level. If you can manage to get on top of the ceiling, you can gain many extra lives in a secret passage at the end. You will then fall just to the right of the finish line, so you can easily end the round.

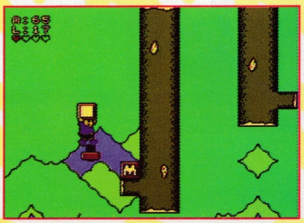




Hidden Glen

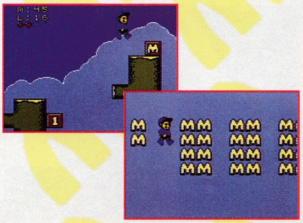
This level hides the first card to Hamburglar's Hideout. It is hidden high in the sky. Jump on the first horizontal branch and wait. Leaves will begin to fall that can take you to the card. A 1up is hidden directly above you, but be sure to take a block with you to hit the gopher.





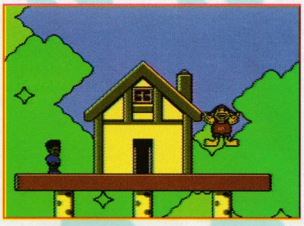
Towering Trees

Ronald's sixth card is hidden in a tree directly above you when you start. You will have to climb up the right and fall down the left. The Professor's second card is at the top of the tallest tree. A 1up is near this card. You can also reap many coins if you can use the jump blocks here.



Birdie's Treehouse

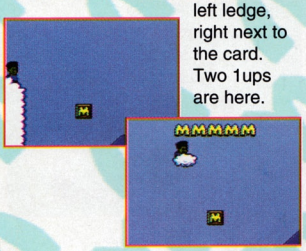
In this level, you can easily find your head in the clouds as you brave icy caverns, bottomless pits, and harrowing jumps. Every one of Birdie's Puzzle Cards are located here. If you get 5 cards, you may pay a visit to Grimace's Highlands. If you get all six cards, you get a free life as well. In all, eight Puzzle Cards are hidden in Birdie's Treehouse.





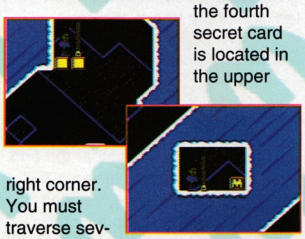
The Stratosphere

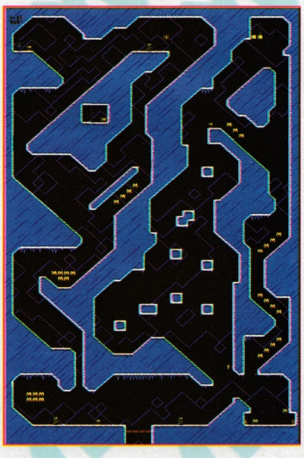
This level is certainly way up there! Based in the clouds, you must ride them to even higher areas where cards await! The third card for Birdie's Treehouse is hidden near the end up near the top of the screen. Floating clouds will take you to it. You can get the sixth card to Hamburglar's Hideout directly above you when you start. Take the first cloud and jump off to a ledge on the left. Follow the ledges to left until get back to the beginning and jump left. You should land on a cloud on the left ledge, right next to the card. Two 1ups are here.



Icy Maze

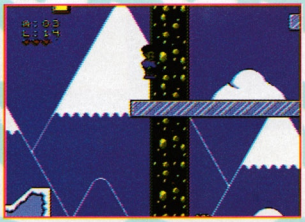
As chilling as it sounds, the Icy Maze level is not too difficult. Two cards are hidden here, one by the finish, and one through a zipper passage. The first card of Birdie's Treehouse is the one near the exit. You need to jump off the slope to reach it. The zipper passage concealing the fourth secret card is located in the upper right corner. You must traverse several slippery jumps to reach it. In fact, the crucial jump is one where you must do a squat jump, which make you jump higher. If you want to stock pile free men, a 1up is located near the beginning, next to a lonely gopher. The key to this level is to go with the flow. Follow the slopes and ledges to your goal. The only real danger are the jump blocks at the bottom.





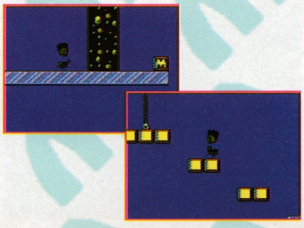


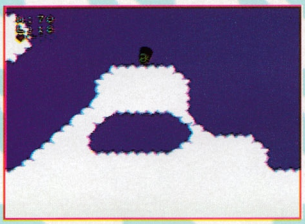




Slippery Slopes

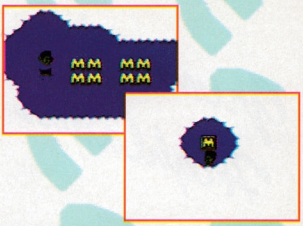
Birdie's sixth card is here, up in the sky once more. Run full speed ahead, hit the slope ending with a ramp, jumping squarely onto the second ledge. Walk to the right, bounce on the jump block to the ledge and the card skyward. A zipper is located near the finish.

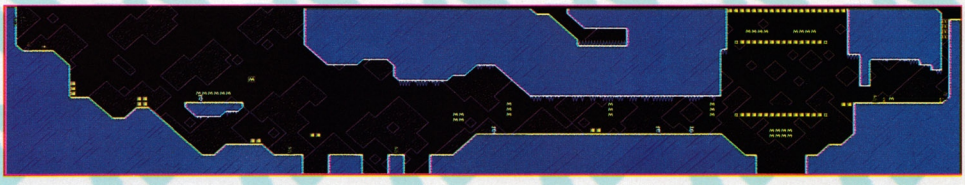




Secret Suprize

The secret of this level is to jump on the cloud overhang at the start, then spring to the cloud bank on the left. You can fall down the left side of the clouds to a secret passageway concealing many coins and Birdie's fourth card just to the right of a jump block. The finish is nearby.



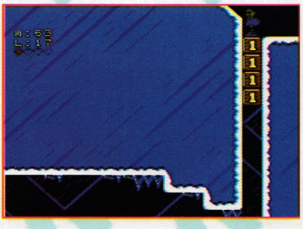


Frozen Caverns

Here is another cavern full of slippery surprises! You can find Birdie's fifth Puzzle Card here as well as four brilliantly hidden 1ups. If you really want to top out your extra lives, this is the place! Several angry snowmen are roaming these caverns, each bent on driving you away. Some shivering gophers sit on the ice ledges in an attempt to knock into off into oblivion. Learn to use your jumps wisely and you can cruise to the end in no time! Watch out for the gopher blocking the finish line. He is easily knocked away with a couple of magic blocks. If you decide to take the high route, beware the spike pitfall along the way. If you fall in, chances are that you will not escape.







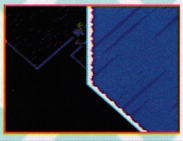
The fifth card for Birdie's Treehouse is not hidden, but it serves a much greater purpose than it seems. It is suspended in mid-air near the beginning. Your only danger is to knock off the rampaging snowman on the ledge.

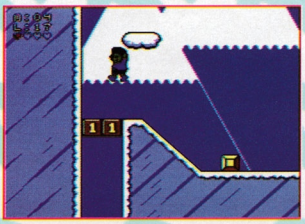


The spin blocks near the end of the level will let you access the coins suspended at the ceiling above. They can also provide you with another way to reach the elusive four 1ups hidden just to the right of the finish line...



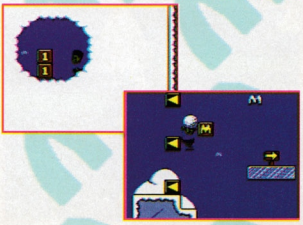
The four 1ups are easy to reach if you don't take the card. Jump on the card, then jump onto the diamond shape in the background. Then move over to the next diamond shape to the right, and once more to top of the level...





Frosty Mountains

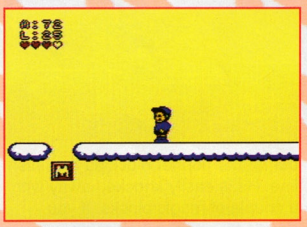
You can get four 1ups here also, as well as the second card to Birdie's Treehouse. Your first move is to fall through the snow, then work your way back up the right side using the jump blocks. You will come across the card along the way as jump up to the finish.



Grimace's Highlands

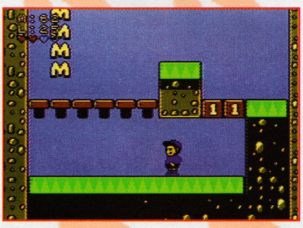
The Highlands are separated into two parts. If you can find three of Grimace's cards, he will build you a path to the other levels. This area contains 9 cards. If you find five cards, he will show you how to get to the professor's Workshop, and if you find all six cards, Grimace will give you a very special clue about the last level.

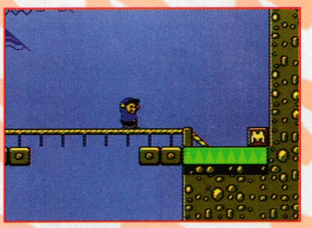




Cliffton Heights

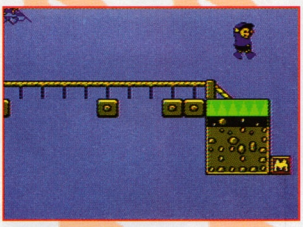
Grimace's third card is here, located directly above you when you start. You need to climb the first cliff, then take a running jump to the left to the cloud in the sky. You may also find three 1ups total using the zipper passage high in the sky. You can fall to the right of the finish line.

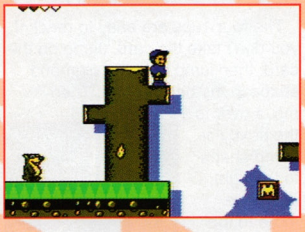




Moose Bridge

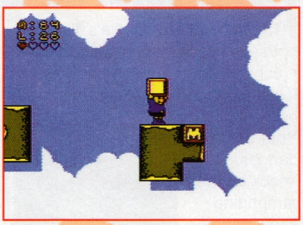
This level contains two cards. Grimace's fifth card lies directly below and to the right of the start. The sixth Secret card is all of the way to the right at the top. You need to stay on the upper rickety bridges to reach it. The jump block will help you get to the upper areas.

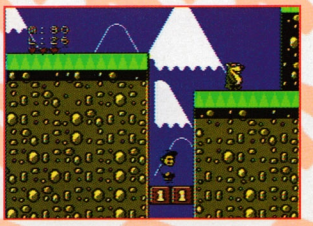




Lumberjack Lane

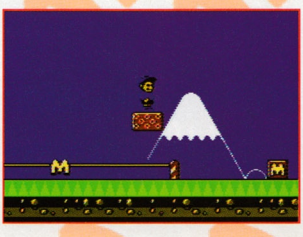
Again, you may find two Puzzle-cards! Grimace's sixth card is locating below the treetops. Stay at the bottom and you will find it. The Professor's third card is found at the top near the finish. Search for the hidden jump block at propels you to the top of the trees and head right.

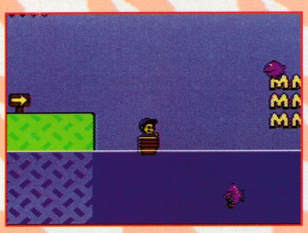




Fry K Falls

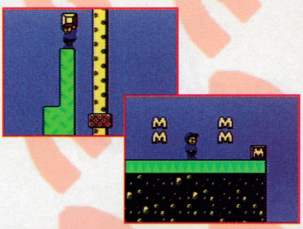
These falls are not healthy! Only Grimace's fourth Puzzle Card is hidden here. You'll find it just to the right of the finish line. To get there, keep to the top of the falls, and look for the red platform near the top of the screen. It will take you. Many 1ups are strewn throughout.

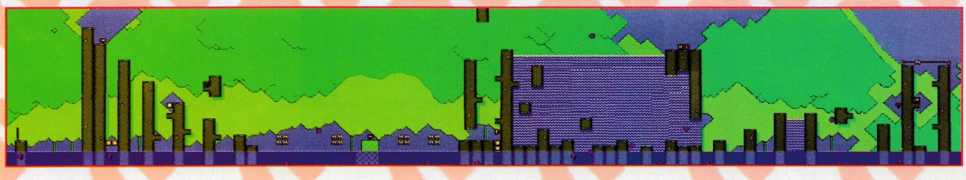




Danger Lake

This lake is full of watery dangers, like M.C. Kid-eating pirahnas! Boat across the cavern until you reach the red platform. Jump on it and let it sink half-way down. Get the step block and go back to the left. By using it, you can reach Grimace's second card on the upper ledges.



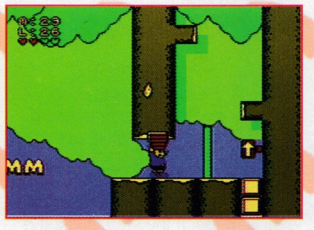


Far Falls Forest

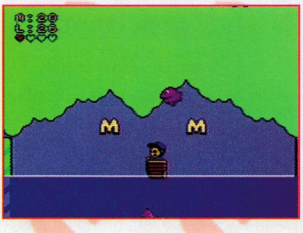
This forest will trap you in the water if you fall at the wrong spot, leaving you as fish bait. This level has two hidden Puzzle Cards, one of which is crucial to getting to Ronald's Puzzleland. One of the first rules to remember is not to jump blindly into the darkness, or you will surely fail. The boat has more than one use; remember to pick it up and take it with you everywhere you go. Surprisingly enough, you need the boat more than you need anything else. Watch for the flying fish circling the dangerous waters below! If you can find the correct route, you may be able to reach both Puzzle Cards and a well-earned 1-up as well. Remember not to fall between the trees, or you're finished!



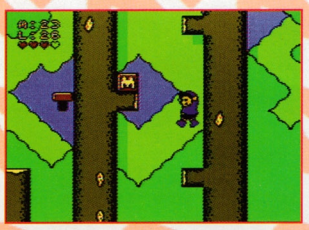
The easiest Puzzle Card to get in the entire game is right here. First, a zipper passage lies directly to the left of you when you start. Simply fall to the left and land on the platform below. Enter the zipper passage and you will reappear below the finish line. Ronald's second Puzzle Card will be right above you. Then, just jump up into the finish line to end.

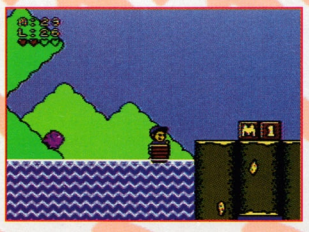


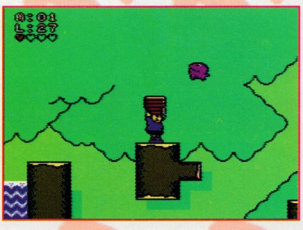
Grimace's first Puzzle Card is well hidden in the upper right of the level. You will need to bring your boat with you as you climb the tree next to the large waterfall. You can place your boat on this waterfall and ride across to the Puzzle Card and a handy extra life. The level isn't over yet, however; you still need to jump across a couple of small waterfalls.



The hardest portion of this level is navigating the waters underneath the flying fish. The pattern is relatively recognizable as a circle. You may not say the fish, but imagine them circling about to jump on you. Timing must be excellent to pass them without losing life. One flying fish awaits you on the large waterfall. Look for the fish near the end.

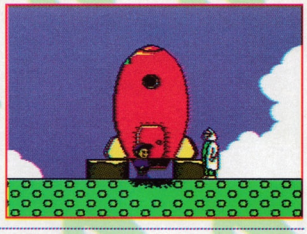


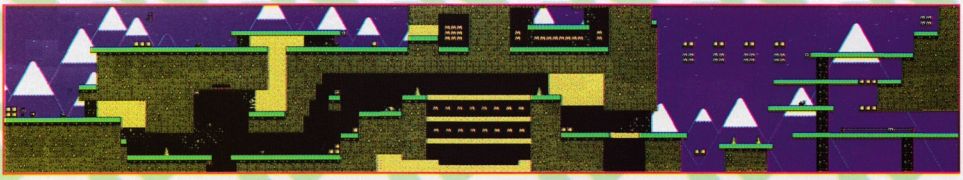


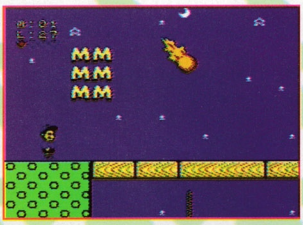


Professor's Workshop

The Professor wants to build you a rocket to CosMc's Retreat, but he need 5 cards to do it. He can also build a shortcut to Ronald's Clubhouse if you get all six of his superbly hidden cards. This area contains 8 Puzzle Cards, of which only four are the Professor's. The Two of the cards are vital to defeating Hamburglar.

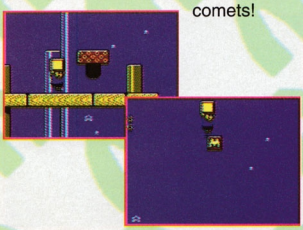


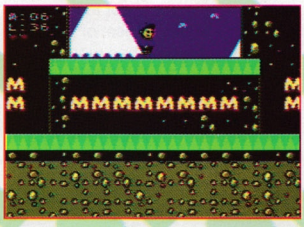




Ports O' Comets

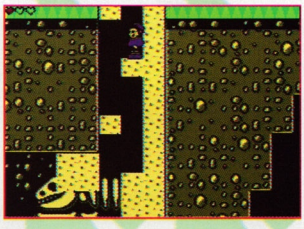
This level has two valuable cards. The first is the fifth Secret card. It is found just below you when you begin. To reach it, head to the right until you can fall down. When you fall, be prepared to swim like crazy! Head back to the left, grabbing the card and entering the zipper passage. In the zipper passage, head to the left to get a 1up. Now you are back at the beginning. Head to the left and grab a magic block when you can. You will need to jump on a super jump block to reach the third card for CosMc's Retreat. Without this card, you cannot finish the game. Watch out for the falling comets!

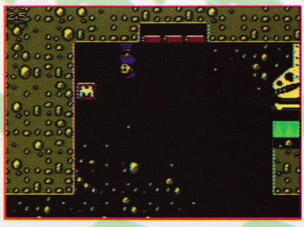


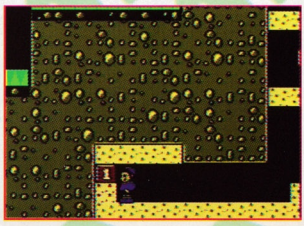


Dino Dunes

Among the fossils at the Dino Dunes lies one hard to reach card. Here, you must use a little foresight when you dig or you will find yourself trapped without the means to finish the level. The first step to defeat this level is to reach the step block. It is located on a ledge below the surface. Get it and place it in the empty frame near the beginning. You will reach the ledge with the spin block. First, dig out all the dirt below this ledge. Then dig out a zig-zag passage through the sand to the areas below. Now return and use the spin block. You will be able to reach the fifth card for the Professor's Workshop and a 1up. Return to the spin block and become right-side up. Go back down the zig-zag passage and head to the right. You will see a sand ledge that you can dig through to get some coins. Keep going down the right side until you hit the last ledge. If you head to the left, you can dig into a cubby-hole and retrieve two free lives. If you didn't trap yourself the finish line is just to the right of this area. Watch for the hermit crabs lurking in the shadows. Many 1ups are hidden in the sand. Look for the hidden coin grove at the very top of the level, near the center. More coins, the better!

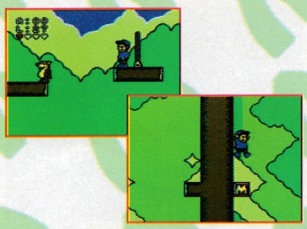




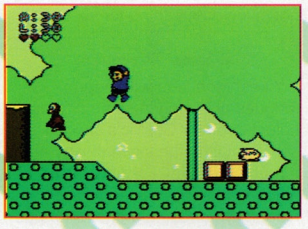


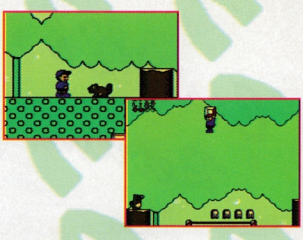
Magic Forest

Here, all is not what it seems as you race forward, only to run into the finish line quickly. Here's a tip: jump over the finish line and you will find a step block to use at the beginning. The Magic Forest hides the Professor's first Puzzle Card.



After you retrieve the step block, place it in the empty frame at the beginning. Now if you get on it, it will take you to a zipper passage! This is the only way to retrieve the Puzzle Card and find the correct exit, so don't miss it. Be careful! The squirrel is looking for you.

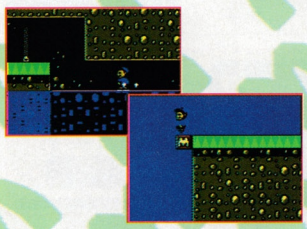




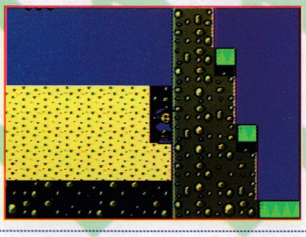
In order to jump over the finish line, you must be prepared to make a series a jumps over birds, gophers, and squirrels. You must land on the tree stump before the finish line and immediately jump over without stopping. The same applies coming back to the start.

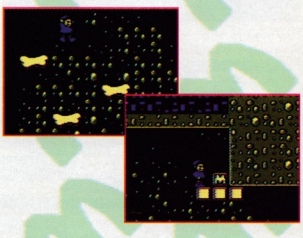
Desert Cove

This area is another underground level hiding two special Puzzle Cards. You can find a 1up right at the beginning to help you get past this precarious level. Be prepared to do some high-powered swimming and squat jumping to finish!



The first Puzzle Card is the second Secret card. It is hidden in a zipper passage that takes you to the finish line and another 1up in the dirt. To get there, move until you get to the bone platforms and fall to the water. Now swim to the left through a narrow passage. That's it!

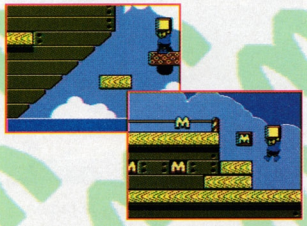




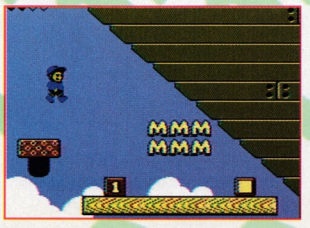
The second Puzzle Card is the third card for Hamburglar's Hideout. It is located in the bone platform area far at the top. You will need to perform some extremely fast squat jumps to reach the upper bones. Be careful! The bones will fall after a couple of seconds.

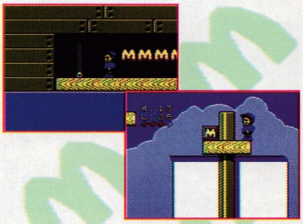
Captain's Ship

Shiver me timbers! It's an authentic pirate ship! I wonder where the Captain is. This level hides two of the Professor's Puzzle Cards, so it is crucial that you learn it back to front. This level is best to do in two parts, finishing twice after getting a card.



The fourth card for the Professor's Workshop is located behind the finish line. To get there, Simply fall down the left side of the ship, land on the platform, get a 1up, and swim to the right. You will be given a chance to pick a magic block that you will need for a Super Jump.





The Professor's sixth card is hidden high on a mast. Follow the same procedure as the first card, but enter the zipper passage to gain access to the upper sections. Then simply head to the right on the masts and grab the lonely card. Watch for the gopher roaming here.

CosMc's Retreat

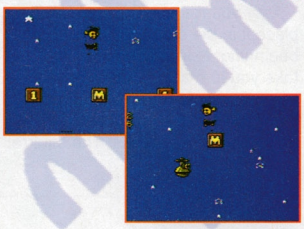
This area is the smallest area, having only four levels to explore. Still, six Puzzle Cards are hidden here, five of which are for CosMc's Retreat. In this area, gravity is low, so your jumps are many times higher! CosMc will open an entrance to Hamburglar's Hideout if you can retrieve five of his cards. He does not give you anything for six cards.

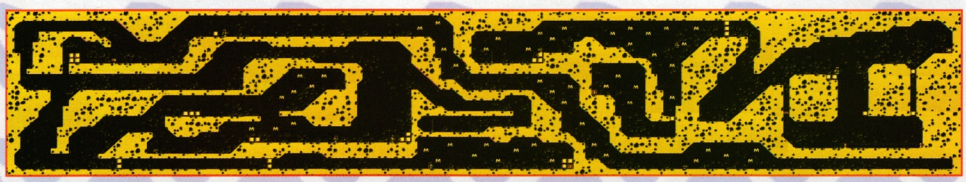




Moon Monsters

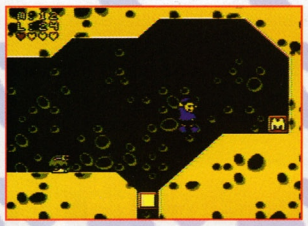
Yikes! Monsters with huge tongues are living in some of these holes! Look for CosMc's second card is high in the sky half-way through the level. His fifth card is hidden below the surface. Find the hidden entrance right after a tongue monster next to a sign.



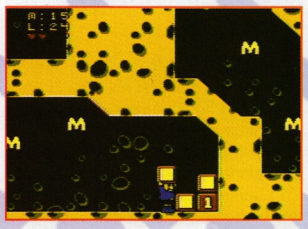


Swisserland

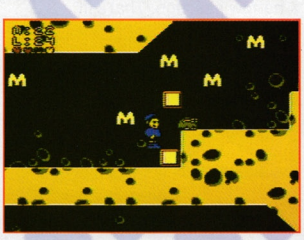
It is now time to go through the green cheese of the moon's underground area! CosMc's first card is here, as well as a few new enemies to watch out for! An indestructible version of the hermit crabs (which look suspiciously like the Fry Guys) is roaming the floor, joined by a oogle-eyed space caveman! This maze runs in the same manner as the Icy Maze of Birdie's Treehouse. Just follow any pathway to reach new power ups and Puzzle Cards. The map above should help you get through this maze, allowing you to maximize your coin-collecting. Do not fall down the large chasm above the finish or you'll miss the line.



CosMc's first Puzzle Card is located in the upper right-hand corner of the maze, right above the finish line. To get there, You must travel along the corridor below the one where you start and head right. You will eventually come to a chasm which you must clear to reach a zipper passage. The passage will take to the upper portion of the maze.

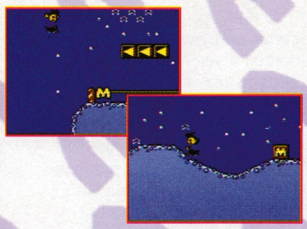


You can find a couple of 1ups quickly and easily by following the lower portion of the maze. One 1up is located near the center, while the other is buried under some magic blocks just below the first 1up. One corridor leads underneath the finish line but do not follow it. Nothing is there for you to pickup. Do after the 1ups before you grab the card.



This level is really easy to regain lost life thanks to the Moon Crabs. Since they merely become stunned when hit, you can make a magic block up and down on them forever, giving you more health each time you toss on another block. It is really easy to do after you pass through the zipper passage. This is a good place to prepare for the finish line.





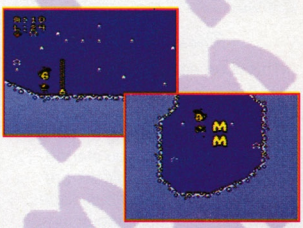


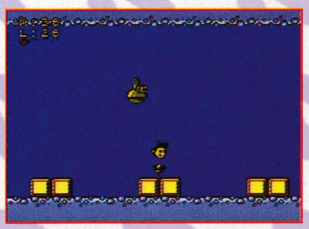
Constellations

This area is full of high-flying fun! The first card you come across is below the jump blocks at the bottom. This is the third Secret card and you will need to lightly tap your jump button to reach it. Otherwise you will jump too high and propel up into the stratosphere. After grabbing that card, use the right or left-hand jump block and you will be able to reach a floating jump block in the sky. Bounce off of this towards the center. The finish line is here, but just land next to it. If you squat jump up, you can reach yet another floating jump block. Spring off of this one towards the left to reach a zipper passage containing two 1ups and coins. When you exit, leap to the right and you will land on a platform with CosMc's fourth Puzzle Card. Afterwards, jump back to the finish line in the center, avoiding the one-way blocks as you land. No problem! Your only danger are the numerous flying enemies everywhere.



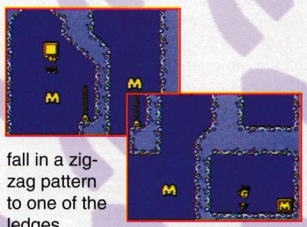


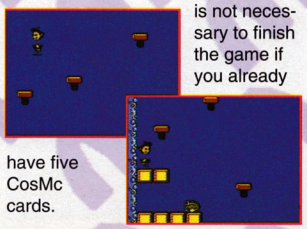


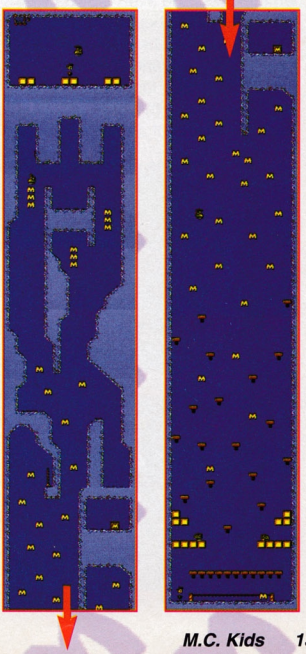


Spring Fever

The sixth CosMc card is hidden on a ledge to the right of this level, but you can't reach it without the help of a zipper passage. When you start, uncover the left magic block and fall to the ledge below. Walk to the left and you will fall into a secret hole. Immediately pull to the right and you will land on the zipper passage. Enter it and you appear next to the Puzzle Card! Unfortunately, that is the easy part. You must walk left and fall between numerous jump blocks or you will never reach the finish line at the bottom! Your best bet is to remain near the sides and fall in a zig-zag pattern to one of the ledges below. If you can manage to land there, watch out for the Moon Crabs lurking on the lower ledge. Another problem is getting around the corner of the ledge, avoiding the jump blocks covering the finish line. This Puzzle Card is not necessary to finish the game if you already have five CosMc cards.

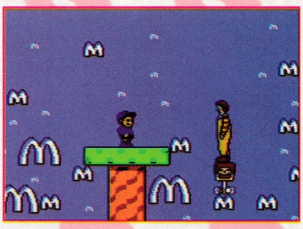


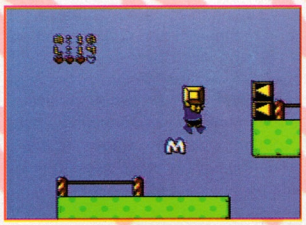




Ronald's Puzzleworld

All right! You have all six Secret cards, and you can now have fun, sort of. If you can finish all three levels, you will receive ten free lives from good old Ronald himself. If you can finish all three levels and pick up every coin on the way, you will awarded with the best surprise, unlimited turns! This is a worthy challenge for any gamer!





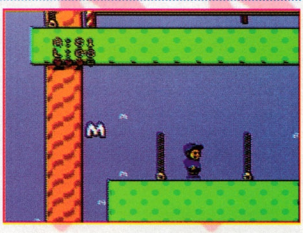
Phony Finishes

This is an easy level to finish. **NOT!!** The true finish line is way to the right, and fake finish lines are everywhere! One wrong touch, and you are back where you started. To top it all off, one-way blocks are strewn in some precarious places. You will need to use step blocks, jump blocks, and even moving clown platforms. Talk about pressure! Every jump must be perfect or else everything you worked for is for nought! You may lose many lives before you finish this one! No enemies are here, but so what?



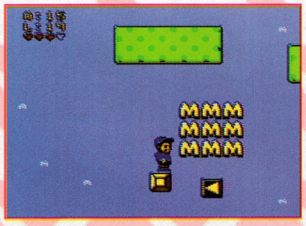
Clowning Around

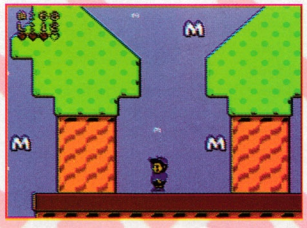
This is another level of unending frustration. You must jump around from platform to platform getting on moving clown platforms without falling to your doom or touching one of the one-way blocks, sending you hurtling back to the beginning. Patience is a virtue here, as you must sometimes wait for platforms to appear from a distance. One wrong jump, and you are history! Once again, no enemies are here to cause trouble, but neither is anything else, either! No 1ups means no hope to recover without getting 100 coins.

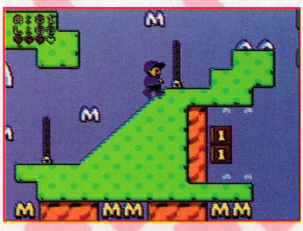


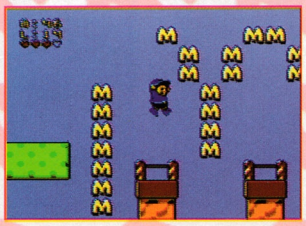
Zippety Do Da

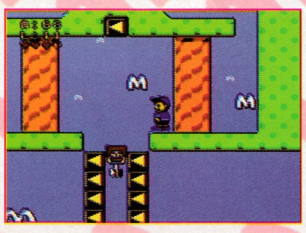
This is the most fun of the three Puzzleworld levels. Here, all you need to do is go into the numerous zipper passages until you retrieve all of the coins and the 1up hidden here. Be forewarned, however; this will not be easy! This level is merely a maze of zippers, and which zipper will take where is the question. The only way to find the answer is to enter every zipper more than once. Sometimes a zipper passage leads to more than one exit. Entering the same zipper twice in a row may bring you to a whole new area.

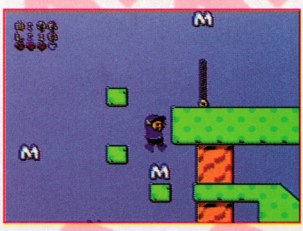






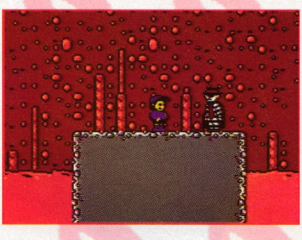


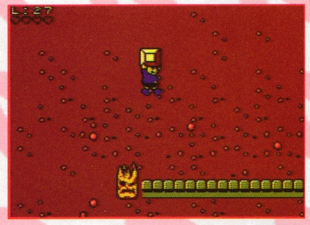




Hamburglar's Hideout

Finally, you have reached the pinnacle of your mission, Hamburglar's Hideout! Here, you may find the remaining three Hamburglar cards and one Secret card. Once you have all six Hamburglar Puzzle Cards, Hamburglar will open up the Magic Cave. The Magic Bag has gone berserk and is in the cave, waiting for unsuspecting M.C. Kids!

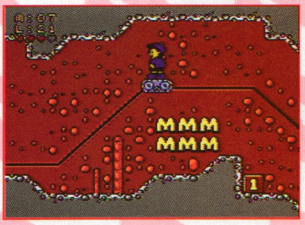




Burning Bridges

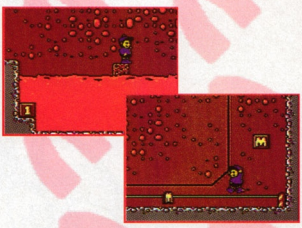
The name says it all. Getting through this level will require perfect timing and split-second jumps. The bridges begin to burn when you touch them, so find shelter fast! Only the boulder platforms will float in the lava, so learn to use them wisely. Hamburglar's fourth card is here.

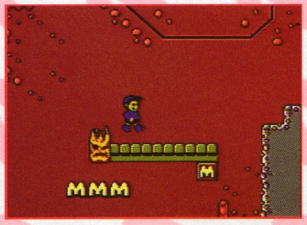




Lava Belts

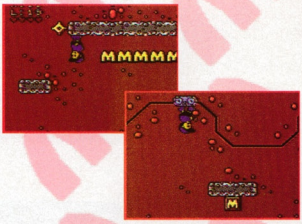
Get ready for some fun! This area may not be easy, but it sure is fun! Stand on the tractor belts and run to make them move. You may find a 1up early in this level with little resistance. The fifth Hamburglar's Hideout Puzzle Card is hidden here, near the finish line.





Molten Madness

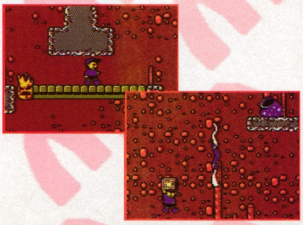
This level starts off with the bridge burning under your feet. Better get a move on! Hamburglar's second card lies at the end of the bridge, while the first Secret card is underneath a platform in the sky. You will need to use a spin block in the upper left corner to reach the final card.





Magic Cave

This is the last level! Here, you must work your way to the end boss, the Magic Bag itself! At the end area, you will come across the Magic Blocks you have collected throughout your adventure (Grimace's final clue). Fight all four forms of the boss to recover the bag.



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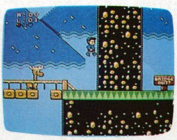
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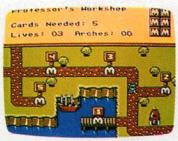
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Cruise Through Seven Chaotic Levels

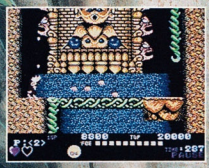
The Shoes! You Gotta Get the Shoes!

Be Careful! It's a Jungle Out There!

Master the Moves of a Magical Monkey!









Toki

RUMBLE IN THE JUNGLE!

Official Nintendo Seal of Quality

What are you looking at? I suppose you've never seen a fire breathing ape before, aye? Well to tell you the truth, neither had I, until that dirty rat Vookimedlo turned me into one. All right! All right! I'll tell you who Vookimedlo is and why he did this to me.

Vookimedlo is an evil sorcerer who's had his eye on my girl for some time now and I can't say I blame him for that. But he's nothin' but bad news and, needless to say, my worst enemy! So, he and his big buddy, Bashtar the invisible giant, ganged-up on me and kidnapped my girl Miho. Vookimedlo zapped me and turned me into a little, helpless monkey. Fortunately, the Spirit of the Jungle doesn't like those two scoundrels either, and gave me the ability to blow fireballs. Otherwise, I'd just be a little snack for his crazy creatures.

Well, I'd better get movin'. I've got plenty of running, climbing, swimming, shooting, and jumping to do. Hopefully I can find my sneakers and get some serious air! If not, there will be plenty of goodies along the way I can use. Enough chit-chat already! If you're comin' along, you'd better be ready for a wild jaunt in the jungle. Hurry-up! I've gotta get out of this monkey suit!

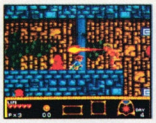
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CIRCLE #161 ON READER SERVICE CARD.




Adv of Chris (CD)


Rolling Thunder II (GEN)


Alisia Dragoon (MD)


Bad Omen (MD)


Dahna (MD)





DIE HARD

WE'RE NOT JUST PLAYING GAMES.


Double Dragon II (MD)


The Incredible Fatal Fury (NEO)



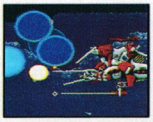

F-1 Hero (MD)

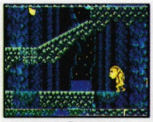

Rise of the Dragon (MD-CD)


Shining Force (MD) 12M


World Rally (MD-CD)


Tecmo Cup (MD)


Sol Feace (MD-CD)

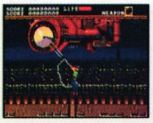

Toki (MD)


Lunar (MD-CD)

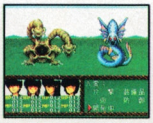

Too Crude (MD)


Faria (MD-CD)


Attention All Planets Of The Solar Federation. We Found It! Destination... Die Hard!


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Aleste (MD-CD)


3x3 Eyes (MD-CD)


Valis Legend (MD)


Undead Line (MD)



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MEGA DRIVE *Some of the best games yet!*

Beast Warriors • Fighting Masters • Devil's Crash • Devil Hunter Yoko • Wrestle War • Exile • Undead Line • Double Dragon 2 • Dahna • Task Force Harrier • F-1 Grand Prix • F-1 Circus • Valis Fantasm Soldier • Tecmo World Cup • Steel Empire • Legend of Toki • Super Fantasy Zone • Bad Omen • Shining Force • Ninja Gaiden • Turbo Outrun • Super Shinobi 2 • Magical Troll • Too Crude • Alisia Dragoon • Monaco GP 2



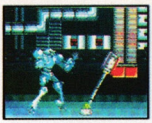
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Heavy Nova (MD-CD)


Solstice II (SNES)


Rocketeer (SNES)


Link to the Past (SNES)


Lagoon (SNES)


Adventure Isle (SF)

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Super Off Road (SNES)

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Spriggan 2 (SCD)

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Check out this awesome lineup! CD Wars!

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Ultrabots (SNES)


Adv of Zal Jiro (SF)

Priority Overnight, No Problem. I'm Gone


Joe & Mac (SNES)

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Look for our CES update next issue!


Shubibubin Man 3 (SCD)

This Ad Is Terminated, Stay Tuned For The Wildest Stuff Yet From Die Hard Coming Soon...Everywhere... Your House...My House ...Her House ...Fade to Black


Xardion (SF)


Contra Spirits (SF)

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SUPER NES

With the right programmers, this system is the best, and the best is yet to come.

Final Fantasy • RPM Racing • Paperboy 2 • Castlevania 4 • Smash TV • Super EDF • Lagoon • Zelda (Link to the Past) • Nolan Ryan Baseball • Play Action Football • Y's III • Super Off-Road • Simpsons • D-Force • Rocketeer • Big Run • Hook • Lemmings • Legend of Mystical Ninja • The Addams Family • Home Alone • Super Battle Tank • PGA Golf • Joe & Mac • TMNT IV • NCAA Basketball • Pit Fighter • Vanilla Ice • Smart Ball • WWF Superstars • Solstice II • Ultrabots

Look for our CES update next issue!


Valis 6 (SF)


Turbo Outrun (MD)


Last Fighter Twin! Street Fighting Action! SD Style! Get It!


Super Battle Tank (SNES)


Super Metal Jack (SF)


Double Dragon II (SF)


Welcome To The Jungle, We Got Fun & Games!

F-1 Exhaust Heat (SF)

SUPER FAMICOM

The power is starting to show, Super Famicom is amazing!

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Street Fighter II (SF)


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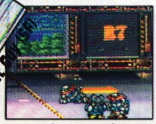

F-1 Grand Prix (SF)

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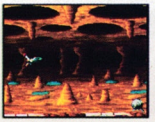



Soul Blader from Enix (SF)


Final Fight Guy


Last Fighter Twin (SF)


Magic Sword (SF)


Phalanx (SF)


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Rushing Beat (SF)

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FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEIKA	NES	EASY	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	DRIVING	99%

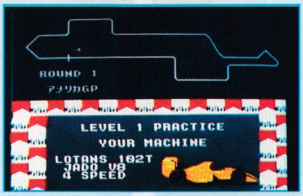


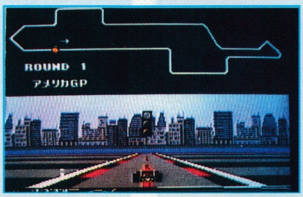
F-1 HERO 2*

FIGHT TO THE FINISH LINE

F-1 HERO2 is the newest in racing challenge for the Nintendo. The game play is similar to that in Rad Racer, and it gets more intense, because this game is 2 player. Play a 2 player cooperative, or competitive game. When you go into the two player mode, the action goes into a split screen with player one on the top half, and player two on the bottom half. Practice first though, or you'll never beat your opponent. Two player mode is really tough, but if you want a real challenge, kick your friends out, and play against the computer. In a one player game, you must race against some of the best and most famous of drivers. The action gets really hot as you compete against tougher and tougher racers, and eventually you go into an all out crash up derby to get your opponent out of the way. This game may not look very tough, but once you get into the fast action and intense game play, you'll see why F-1 Hero 2 looks like a real winner. Coming soon from Seika!

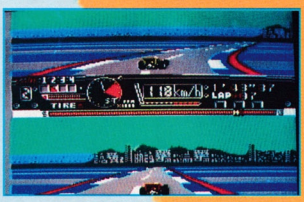
PRACTICE FIRST



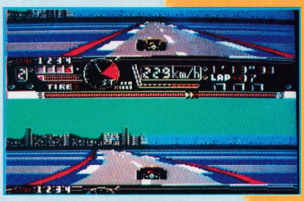


DEFEAT THIS GUY IN THE FIRST RACE





2P COMPETITIVE PLAY

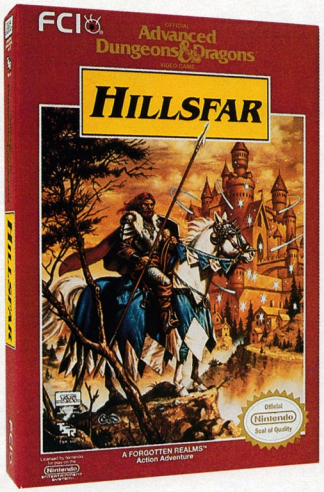


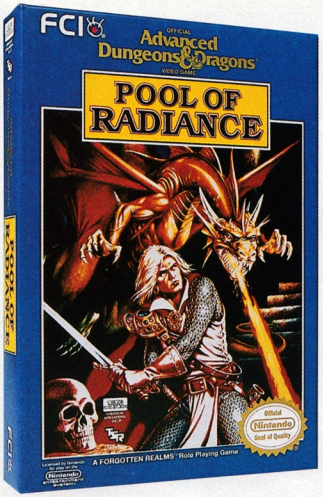
WATCH THE RESULTS CLOSELY!





NOTE: F-1 Hero 2 is the "working Title of the game. The final title has not been determined.





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The Walled City of Hillsfar!

Ride your horse past the gates of Hillsfar and find that it's been conquered by Maalthir, who rules with his powerful magic and his ruthless guards. Stripped of your weapons, you must use your wits to overcome the obstacles in your path.

- *More than 2 megs of memory*
- *Long-life lithium battery saves play positions*
- *Game missions change depending on character selection*



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CIRCLE #121 ON READER SERVICE CARD.

QUATTRO SPORTS

BASEBALL



The Baseball game is basically just like other video baseball games. Pick your team from the World League and play from either behind the batter, or by a top view during a play.



BMX SIMULATOR

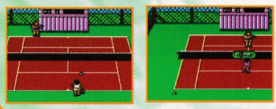


The BMX Simulator is a new concept. It is a real challenge at first, but once mastered, it can be a real racing blast!

TENNIS



This presents a challenging game of timing and strategy, whether playing against the computer or another player.



SOCCER



Soccer is a tough game. You must plan out and execute your shots carefully. The game is very fast, so watch your knees and kick high!

SPORTS ACTION TIMES FOUR!!!!

Four games in one? Yes! Quattro Sports is the newest in sports action, giving you the option of playing four different and popular sports. Plus, it is all available in one cartridge. The cart includes Baseball, Tennis, BMX Simulator and, a rare title on NES, Soccer. When the cartridge is first turned on, it will give you a select screen so you can choose the game you wish to play. Baseball Pros offers the excitement of a world championship where you choose your team and the team for the computer (or second player). Each team represents a different country. When playing, it switches to a view behind the batter, or during fielding, it gives you an aerial view perspective.

Soccer offers top view perspective, and it is really fast! Take on some of the toughest teams ever to score a goal. It has intense action, so it is a bit difficult to play.



The next title is Pro Tennis. This basic tennis game gives you a three quarter top view perspective from behind the first player. Keep a close eye on the ball as it could smoke by you for an easy ace!

The fourth game is BMX Simulator. Top view racing action is here! It is the most difficult game to play. Wipe out more than once, and it could cost you the entire race.

All of the games are two player, or play against the computer. You can never get tired of this cart!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
CAMERICA	NES	AVERAGE	NOW
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
2 MEG	N/A	SPORTS	100%

THE CULTURE BRAIN LINE-UP

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BASEBALL SIMULATOR 1,000™, NES® BEST SPORTS GAME FOR 1990, IS UPGRADED AND IS BACK FOR THE SNES™. IT HAS MANY NEW FEATURES. THE FOLLOWING ARE JUST A FEW EXAMPLES.



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Best 30 Individual Stats

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Batting Stats										Pitching Stats	
ERA	W	L	SV	CG	SHO	H	HR	R	BB	SO	

* SAC/NFICE FLY

GAMES	5, 30, 60 AND 165 GAME SEASONS TO CHOOSE FROM.
NUMBER OF PLAYERS	1~8 PLAYERS CAN COMPETE. YOU CAN LET THE COMPUTER PLAY THE GAME TOO.
INNINGS	1, 3, 5 AND 9 INNINGS TO CHOOSE FROM.
TEAMS	24 TEAMS
BASEBALL PLAYERS	432 PLAYERS IN ALL.
STATS	DURING THE SEASON, THE RANKINGS, W-L, PCT, GB, NUMBERS OF GAMES, AND SCHEDULE CAN BE SEEN AT ANYTIME.
TEAM STATS	THE BATTING STATS ON 8 ITEMS AND PITCHING STATS ON 10 ITEMS.
PLAYER'S STATS	THE BATTING AND PITCHING STATS OF THE PLAYERS ARE CATEGORIZED. THEN, A MAXIMUM OF 30 PLAYERS OF EACH CATEGORY CAN BE READ AT A GLANCE.
STADIUMS	THERE ARE 8 FRANCHISE STADIUMS. YOU CAN ALSO PLAY THE WHOLE SEASON IN ONE STADIUM.
AUTO SETTING	EDIT YOUR ORIGINAL TEAM AND LET THE COMPUTER PLAY.
MANAGER MODE	THE MANAGER CAN SEND SIGNALS TO THE PLAYERS.
FAST PROCESSING	YOU CAN VIEW THE QUICK AUTO GAME RESULT.
EDIT	YOU CAN EDIT THE TEAMS, PITCHERS, AND BATTERS.
FIELDING	YOU CAN MOVE ALL THE FIELDERS AND MOVE THEM ALL TOGETHER TO THE RIGHT, LEFT, CLOSE IN, AND FURTHER AWAY.
LEVEL	THERE ARE 3 COMPUTER LEVELS: STANDARD, ADVANCED, AND EXPERT MODES.
CHARACTER OF PITCHERS	EACH PITCHER HAS DIFFERENT CHARACTERISTICS.
TEAM COLOR	YOU CAN CHOOSE THE COLOR OF THE UNIFORMS AND T-SHIRTS.
ULTRA POINTS	YOU CAN SET THE AMOUNT OF ULTRA POINTS BEFORE PLAY.
DISPLAY	THERE IS OPTION OF ON-SCREEN DISPLAY OF WHICH ULTRA PLAYS YOU CAN USE.
ULTRA PLAYS	39 DIFFERENT ULTRA PLAY ABILITIES.
ERRORS	THERE IS AN OPTION OF WHETHER OR NOT TO HAVE ERRORS DURING PLAYS.



HOTTEST SPORTS GAME!



BASEBALL SIMULATOR 1,000™

THE BEST BASEBALL GAME FOR NES™ IT HAS EXHIBITION, SEASON, EDIT MODE, AND EVEN AN ACTION MODE, TOO!! YOU CAN PLAY IT ANYWAY YOU WANT.

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FLYING WARRIORS™

FLYING WARRIORS TRY TO KEEP THE PEACE IN THE WORLD. THIS GAME EVEN HAS A TOURNAMENT MODE THAT ALLOWS YOU TO PLAY WITH SIX DIFFERENT KINDS OF FIGHTERS. WE ARE IN THE PROCESS OF DEVELOPING FLYING WARRIORS™ FOR SUPER NES™ NOW.

NINJA BOY™ SERIES SOLD OVER 5 MILLION COPIES IN JAPAN.



"LITTLE NINJA BROTHERS"™

THIS IS THE GAME THAT IS PACKED WITH FUN. COMICAL NINJA, RPG, AND ALL KINDS OF EVENTS, ACTIONS, ITEMS, AND ENEMIES. YOU MIGHT LAUGH HYSTERICALLY PLAYING THIS GAME. LOOK FORWARD TO PLAYING SUPER NES™ "LITTLE NINJA BROTHERS™"

COMING SOON!



FIGHTING SIMULATOR WORLD CHAMP™

EACH OF THE 12 CHARACTERS HAS PARAMETERS ON 11 DIFFERENT PHYSICAL ABILITIES. KICK, PUNCH, SPECIAL TRICKS, ETC. THERE ARE OVER 80 DIFFERENT TECHNIQUES TO FIGHT WITH. YOU CAN EVEN TRAIN YOUR CHARACTERS TO IMPROVE THEIR ABILITIES. THIS GAME IS DEFINITELY FOR A REAL FIGHTER.

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"NINJA BOY"™

COMICAL NINJA ACTION GAME! LOOK FOR ITEMS HIDDEN IN THE ROCKS! BEAT UP THE ENEMIES AND RESCUE THE PRINCESS.

COMING SOON!



"FIGHTING SIMULATOR 2 IN 1"™

THIS GAMES' VS MODE. LETS YOU PLAY WITH YOUR FRIEND. IT'S TIME FOR REAL FUN!

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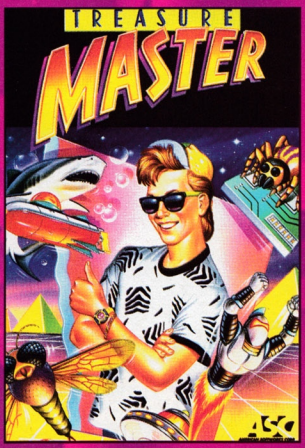
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The most awesome competition gets better with EGM!



COMPETITION INFORMATION

• Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1 PM on April 11, 1992 or call 1-900-370-TREASURE any time during the competition period and discover the Secret Password. **Call will cost $.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.**

• This competition is open to all U.S. residents except in those states where the competition is taxed, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.

• Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.

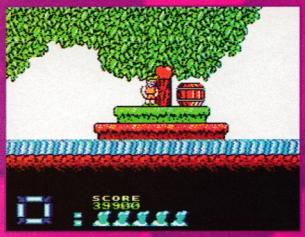
•To be eligible we must receive you official Treasure Master™ registration card by midnight EST April 8, 1992.

See Official Treasure Master™ Competition Rules for complete details.

For more information call

1-900-370-TREASURE

Call will cost $.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.

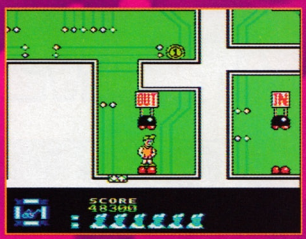


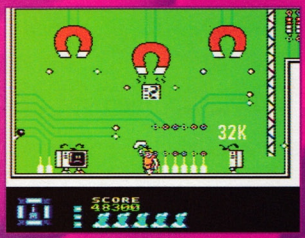
TREASURE MASTER





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JUST SAY "EGM"

If you are a Treasure Master Competition Winner on April 11, 1992, just say "**EGM**" to the Prize Hotline Operator when you call 1-900-370-UWIN to claim your share of Fantasy Prizes. The first 100 eligible callers will win a FREE one-year subscription to Electronic Gaming Monthly!

Call will cost $.85 per minute. Children under 18 must ask parents first. Average length of call is 3 minutes.

AMERICAN SOFTWORKS CORP.

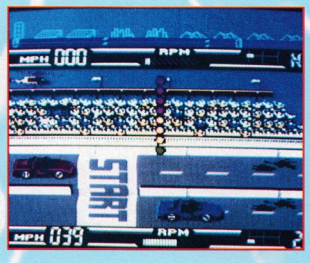
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ELECTRONIC GAMING MONTHLY

RACE AMERICA



Choose from a number of interesting drivers, each with his or her own attributes and skills.



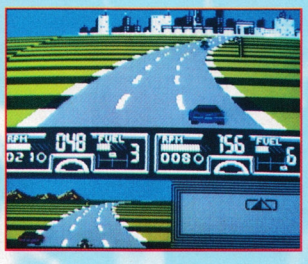
Put the pedal to the metal and you will end up ahead of your adversary.



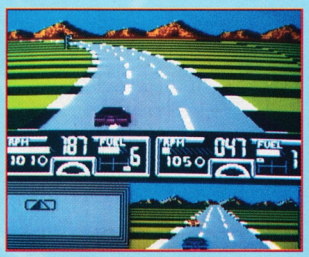
The overhead view perspective will give you an edge on the race. Try to maneuver your car ahead of the competition.

HE CROSSES THE FINISH LINE!

Racing fans, fasten your seatbelts. Speeding across the country has never been so fun! Race America packs solid excitement with the thrill of being on the fast track. Choose from a number of competitors, each with his or her own driving abilities. Overhead and split screen views will put you in the middle of the action. Watch your fuel, or you will end up stuck on the track. Fuel up for the next competition, and make your way to the finish line! You will be taken to a new part of the country to race with the best. You will need to cross the finish line in time to advance to the next leg of the race which spans the whole United States. Gear up for this test of speed and skill on your NES!



You will get to see split screen views containing different terrain. Watch for your opponent as he may pass you.



Reach incredible speeds with the fastest cars in the world at your fingertips!

FACT FILE

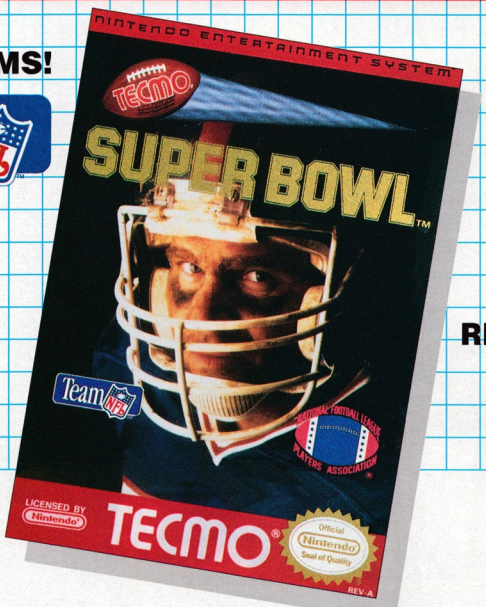
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ABSOLUTE	NINTENDO	MODERATE	MARCH
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
2 MEG	N/A	RACING	100%

ATTENTION!

NINTENDO FOOTBALL GAME PLAYERS

REAL TEAMS!

Team NFL



REAL PLAYERS!

NATIONAL FOOTBALL LEAGUE PLAYERS ASSOCIATION®

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1. TECMO SUPER BOWL HAS ALL 28 NFL TEAMS.
2. TECMO SUPER BOWL HAS OVER 800 ACTUAL NFL TEAM PLAYERS.
3. YOU CAN SELECT AND CHANGE YOUR OFFENSIVE LINE-UP.
4. YOU CAN SUBSTITUTE PLAYERS DURING THE GAME.
5. YOU CAN DEVISE YOUR OWN PLAYBOOK FOR EACH TEAM.
6. YOU CAN PLAY THE FULL 1991 NFL SCHEDULE.
7. YOU CAN CREATE YOU OWN PRO BOWL.
8. YOU CAN FORCE FUMBLES AND MAKE RECOVERIES.
9. YOU CAN USE YOUR KNOWLEDGE OF THE NFL TO BE A WINNER.
10. YOU CAN SAVE YOUR GAME SERIES FOR ANOTHER DAY.

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AWESOME GAME PLAY.....

AWESOME FOOTBALL.....

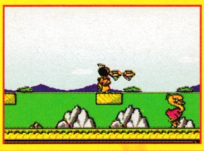
ONLY FROM TECMO.....

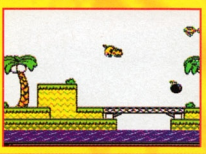
CIRCLE #123 ON READER SERVICE CARD.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ATLUS	NES	EASY	MARCH
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
2 MEG	12	ACTION	100%

RACE 1 - HIP HOP





This is the most basic level. Approach villages and traverse through a flaming forest of gas pipes!

RACE 2 - SPLISH SPLASH

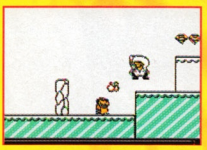




Here is a wet world where you must keep your snout above water and swim for your life!

RACE 3 - GO GO AMERICA





Enter the arctic zones for a slippin' action-filled, ice zone. Enter candyland for some sweet destruction!

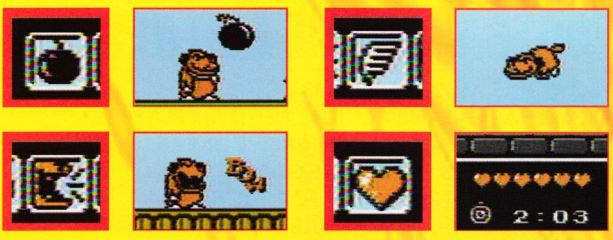
"HEE,HEE,HEE"

Great news! The popular cartoon of the olden times is heading towards the NES! This time, Dick Dastardly has encountered three new races that involve all of his original competitors from the big screen. The only problem is that they are keeping Dick from finishing the race! Sometimes they will even kidnap our hero! At other times, they will sabotage his car. Yet, whatever the problem is - Dick is sure to send his trusty dog, Muttley, out to discover how to win. This is where you come in! You will need to survive three different tracks, each containing four sub-levels that also each contain one of the famous racers as bosses! All of the characters, from the professor, with his technologically advanced auto, to the stone age twin cavemen in their prehistoric vehicle, are in this cart!

The game play is simple - journey through the different levels to locate the kidnapped Dastardly, or, help repair his vehicle. Collect gems for 1-ups and grab bones to get weapons.

Show fans, rejoice and enjoy this fun race down memory lane!

THERE ARE A SLEW OF DIFFERENT WEAPONS FOR MUTTLEY!



There are all kinds of different moves that Muttley can perform to further enhance his effectiveness in obtaining what he is after. These actions include throwing bombs, using a barking attack, hovering above the ground by tail waging, or going for the hearts to either A) increase the amount of life he possesses or to B) heal himself.

WACKY RACES



NEW FOR GAME BOY®



TECMO BOWL

Based on the famous arcade and NES games. Now you can take the super action of Tecmo Bowl with you, anywhere!
Whether you're playing against the computer, or a friend with the "Game Link™" cable, Tecmo Bowl gives you the same award winning football action as the NES version.

FEATURES:

- 1 or 2 Players
- 12 Pro teams
- Run plays/Pass plays
- Coach mode (You call the plays)
- Password continuation
- Real team players
- 11 Week season
- Cinema screens
- Password compatible with the Nes Tecmo Bowl



FEATURES:

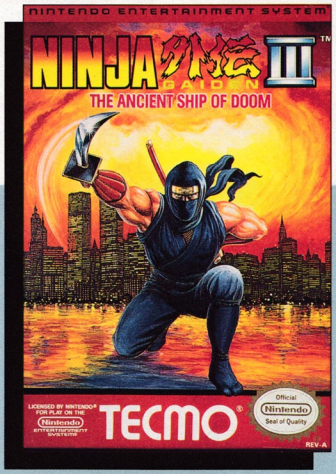
- Single player action
- Superior graphics
- Special power-ups
- Hidden ninja life force
- New ninja skills
- Challenging new "Bosses"

NINJA GAIDEN SHADOW

Now for your Game Boy! Fight with the all new Ninja Gaiden "Shadow" through his awesome new adventure, in the future.
Collect the secret ninja power-ups to gain energy and ninja life force. Use the new ninja "Ninchaku" Rope and the "Art of the Fire Wheel" to defeat your enemies. Use your proven ninja skills, and techniques to fight your way through the many challenging new levels and "Bosses".

NEW FOR NES™







NINJA GAIDEN III

★Thrilling new cinema screens
Follow the story Ryu's epic adventure through TECMO's movie-like cinema screen animation. As you complete each level, a new part of the story unfolds.

★Exciting new power and weapons
Over the years Ninja Ryu's fighting skills have improved to indude fantastic new powers and weapons.

★Action packed Ninja adventure
Can you get Ryu through his most challenging last adventure, as he battles the hideous ancient forces of darkness to save mankind?

FEATURES:

- Game continue mode
- 5 Special weapons
- 6 Power-ups
- New cinema screens
- 8 New "Bosses"
- New action techniques

▪ THE ULTIMATE NINJA CHALLENGE ▪

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JAPAN GAMING

REVIEW CREW

NEXT WAVE

SUPER NES TIMES

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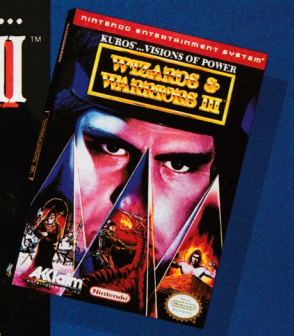
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The Greatest NES™ Adventure Continues...

WIZARDS & WARRIORS III™

Kuros:™ Visions of Power™



When Kuros™ last did battle with the evil wizard Malkil™ atop Icefire Mountain, he raised his IronSword™ in triumph...or so he thought.

Without warning, a powerful bolt of magic robbed Kuros of his armour, memory, and honor. But now, the distant presence of evil stirs in his mind, leading him to the once fair city of Piedup, where the villainous *soul* of Malkil now reigns.

Without his armour, Kuros will need crafty disguises to travel undetected, ready to do battle as wizard, nobleman or thief. From the gloomy depths of the dungeon to the palace containing riches beyond belief...the time has come for Kuros to turn his visions of power into reality!





Kuros the Knight Warrior wields his mighty Silver-Sword in the face of danger.



To give Malkil a taste of his own medicine, Kuros must master the craft of wizardry.



Kuros, disguised as a thief, moves secretly through Piedup.



Grotesque creatures of the underworld stand between Kuros and his ultimate battle.

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CIRCLE #150 ON READER SERVICE CARD

DESERT STRIKE
RETURN TO THE GULF

YOU MUST DESTROY THE GENERAL!!

The entire world is shocked when out of nowhere, General Kilbaba leads his army into a small, wealthy Arabian country. This country got its money from an abundance of oil throughout the land. Thus, the oil is the catalyst to the general's actions - he wanted to control it.

General Kilbaba is known around the world to be a heartless man who will stop at nothing to get what he wants. He gained this reputation by punishing those who thought to stand in his way. Now, the General wants to rule the world!





When the United States finds out about this, the public is outraged by both his treatment of people and his boasts that he can take whatever he wants. The U.S. demands that Kilbaba return to his own country or it will send in its troops to assist in his removal - forcibly. General Kilbaba takes these words as a joke, and he orders his highest deputy, Muammaar, to get all of the missiles ready.

Then, Kilbaba dared anyone to attack him. The U.S. did exactly that! They sent the Air Force's best chopper team over to deal with the madman.

Kilbaba has one slight advantage over the U.S.; he has captured an intelligence agent, and this agent has copies of Kilbaba's nuclear plans.

Therefore, in order to mount an effective attack, you must complete four primary objectives. First, you must knock out all radar sites. Next, find and destroy the power plant. Then, you must bomb the airfields, and finally, hit the enemy command centers. From the command center, you must capture the commander and bring him back to the frigate because the commander knows the whereabouts of the agent. Be careful, because when you blow up the command center, you will see a man running from the building; this is the commander. He will be protected by his troops, so make sure you clear out the place first.



Your mission starts on the aircraft carrier just off the gulf coast. You must fly into the enemy's zone. Once you leave the carrier, you are almost completely on your own. Your mission is ultimately to get back the intelligence agent and help prevent the General from starting World War III with his nuclear weapons. After you save the agent, fly back to your ship. Once you get there, you will receive points for everything that you completed on your mission however, the four primary objectives must be fulfilled. The fate of the world rests with you.







MISSION #1 - AIR SUPERIORITY

Your first mission will involve gaining air superiority over General Kilbaba's forces. You will accomplish this by completing four main objectives. Use your map to determine the order of your attack. You must destroy the radar, knock out the power plant and the airports, and destroy the command centers, while making sure to capture the commanders. Be sure not to waste your ammunition as there are only a few refill crates that you can pick up. Also, keep checking your fuel gauge because when the game tells you that you are almost out of fuel, you will not have very much time to find more. Finally, you must help the civilians in the camp who are in the brown tents.

RADAR SITES



There are two guns around each of these. The best thing to do is to fly right in and wipe out the radar, then quickly get out of there.

AIR FIELDS



These are the hardest to destroy. First, wipe out all of the weapons guarding it. Then, demolish the buildings and planes.

COMMAND CENTERS



There are control towers guarding these, so destroy them before bombing the building. The commander will run out.

POWER PLANT



This is the easiest objective. Destroy one of the guns, and then bomb the building and the first tower next to it.

MIA



These guys are in trouble and you must help them. Not only is it the humane thing to do, but when you save them, you get armor.

SECRET AGENT

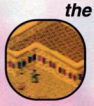


This is the main goal of your mission. After you complete your other objectives, you must find and bring back the commander.

MISSION #2 - SCUD BUSTER

There are not many new enemies in this level, but there is a very powerful tank to fight. The tank takes many hits to kill, and when it hits you, it does a great deal of damage. You will still find MIAs, ammo crates and fuel drums, but there are not as many of them laying around. Also, you have new objectives - destroy the radars,save the political prisoners, level the power stations, bomb the chemical weapon plant and scud launchers and aid the POWs.

JAIL BREAK



This is your first objective. Blow up the door and then gather the prisoners as they come out. They will come one at a time, so wait.

SCUD LAUNCHER



Destroy the main line of attack by blowing the scud launchers. Capture the commanders to find where more are kept.

POW CAMP



You must rescue 12 POWs and return them to safety. The camps are heavily guarded by towers and other enemy weapons.

CHEMICAL WEAPONS



This is very easy to destroy as it is not heavily guarded. You must demolish the buildings, and the rocks around it.

HELP OUT THE ONES IN NEED!!

If you fly over MIAs or supplies, a rope ladder/hook will come out. Now, you can pick them up and return to your plane. Bring the MIAs back to the launch zone.





Once you have six MIAs in your helicopter, fly to the loading zone and drop them off. You will get some armor back!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ELECTRONIC ARTS	GENESIS	MODERATE	APRIL
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	N/A	SHOOTER	95%

ALIEN INTERBREEDING GONE MAD!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ARENA	GENESIS	MODERATE	SUMMER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ACTION	15%

In April, there will be a new Aliens movie coming out on the big screen. A month later, there will be another version of this movie, but not at the box office. This version will be in the form of a Genesis cart.

In the movie, the Aliens interbreed with the human race. The outcome of this produces humans that have Alien characteristics. This makes them even more dangerous because now they are harder to distinguish. An added twist has Alien-hater, and heroine, Ripley impregnated this way. The cart will be based on this story premise, but instead of watching Ripley destroy the Aliens, **you** will be the one doing the destroying.

You are armed with a high-tech motion-tracker, pulse rifles, grenade launchers, flame throwers, hand grenades and many other incredibly deadly weapons. Your mission is to seek out and find the most feared killer in the universe. This will be one of the most difficult missions in which you have ever taken part. In fact, it will make the battles in Aliens 1 and 2 seam like a walk in the park! How well you do on this project will determine the fate of mankind. If you fail, the whole universe is doomed to be taken over by Aliens!

Your mission will take you from underground tunnels to a bloody slaughter house. Ripley (you) must crawl through dimly lit corridors, climb up and down ladders, find hidden Aliens, and do all of this while defending herself from attack.

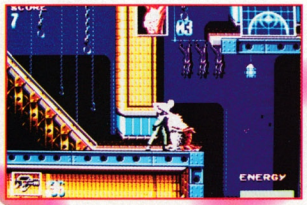
Along the mission, you will come across many other factors that will impede your journey. You will have to face and destroy Alien eggs, Face Huggers, spitting Aliens, Aliens with great jumping powers and then at the end, you must destroy the leader of the Alien Armada! It will be the greatest force that you will face, but you must fight, claw and kill to earn your chance at defeating him.

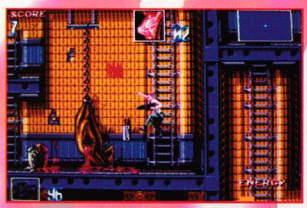
Use your weapons wisely and often to save yourself, those you love and the human race!

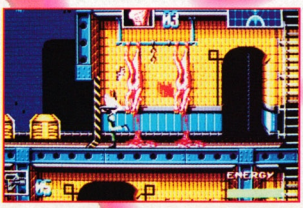
ALIEN 3

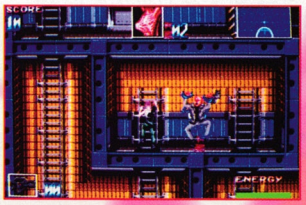
YOUR FIRST BATTLE

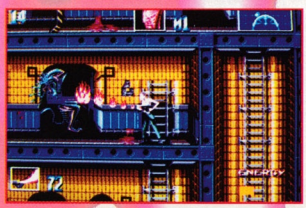
The first level in this game starts off with a surprise. Instead of the normal action game where you walk right and attack things in your way, this game places you in the middle of a maze. While trying to find your way through, you will be attack by mutant Aliens.













This boss aims to put a damper on your already continuously dreary day by throwing little demon whirlwinds at you!



This bad boy looks as if it eats guys like you for lunch...and it does! Be prepared to defend yourself!

MORE GORE THE SECOND TIME AROUND!

It is your worst nightmare come true. You are trapped in the house of Dr. West and the "Terror Mask" that was once destroyed is back. You must use this item to your advantage, as it will give you strength to ward off evil creatures that lurk around the Splatterhouse and beyond!

In your adventures, you will come across a wide variety of gruesome monsters who have made their way around the house and the area close to it. Use your fists, low kicks and jumping kicks. Also, you may find items strewn all over the place to help you defeat these dreaded horrors, such as the plank of wood and the bone. Regain the life that was once yours and let the mask be destroyed once again.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
NAMCO	GENESIS	MODERATE	2nd Qtr
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	8	ACTION	95% *

SPLATTERHOUSE 2



Pick up weapons such as this bone to use against enemies.



Pound them into the ground with your weapon. What a mess!



Pick up a 2 X 4 and smash these goons against the wall!



Punch the bodies off of these bad guys and watch them fly.

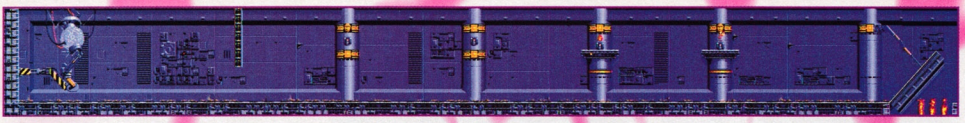


Use caution when jumping over those spikes.



Even when in an elevator, the goons will find you!

** Note: The photos shown here are preliminary and subject to change. The mask will be white in the finished game.*



RUN FOR YOUR LIFE!!

In a world full of copy-cat games that simply reuse existing ideas, it is nice to have a refreshing change now and then. Data East has such an original idea in Atomic Runner.

In this side-scrolling adventure game you play the part of a cyborg on a mission. What's strange is that you must keep running through the game! Although you can temporarily stop, the screen will keep on scrolling.

You have a choice of many weapons, including a launching mace, ultra-beam, spike balls, or a fire wheel! You can shoot in eight directions, even while flipping through the air!

Your adventure begins in the base, where the first wave of enemies is awaiting you! Blast the spiders and candles to power yourself up and jump the bridge of fire to enter stage 1-2.

In this second half of the stage, you r major foes are the hands that grab onto you. Shoot at the fingers to stop their assault and continue to the first stage boss. It has a pattern to master, but keep firing and you will succeed!

Stage 2 is set in a ruined temple. All of the same action is here, but the boss is another story! It looks like a marshmallow man made of stone! Its weak spot is its huge eyes, so shoot them out and continue on!

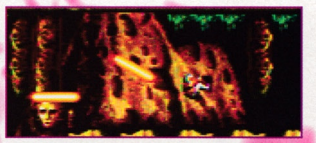
Atomic Runner is only in its prototype stage right now, but when it hits the store shelves, it should become an instant hit!



Stage 1 Boss!



Stage 2 Boss!



The spin 'n' jump icon helps out in tight situations!

ATOMIC RUNNER





To receive power-ups, you can shoot the spiders that appear, or shoot out the burning torches!



The money you find will allow you to receive an extra life when 20 are collected!



These hands are a real menace! They simply grab you to let the other enemies kill you!



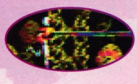


These spheres look dangerous, but they help you cross caverns!

POWER-UPS



The spike balls roll and destroy everything!



The mace is the strongest weapon in your arsenal!



The ultra beam vaporizes your foes!



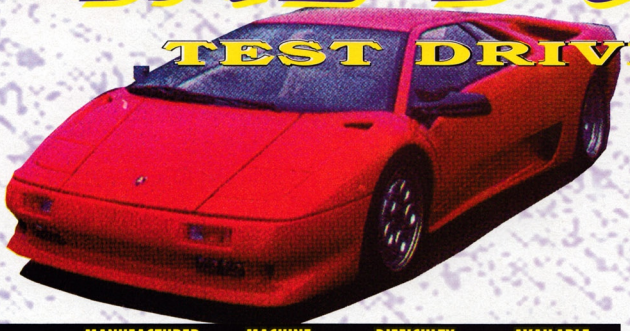
The fire wheel expands as it travels!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
DATA EAST	GENESIS	HARD	MAY
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	NA	ACTION	40%

THE DUEL

TEST DRIVE II



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ACCOLADE	GENESIS	MODERATE	MARCH
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	DRIVING	75%





BUCKLE UP AND DRIVE SAFELY!!

Throughout the years, a hot driving game has been readily available for home computers. Created in three different series styles, the action kept getting better and better.

A computer gamer knows that this game is known as, Test Drive!

Now, however, you will be able to play this game even if you do not own a computer because it is coming out for the Genesis!

The Genesis series of Test Drive will start where the second computer installment left off. Therefore, you can either drive in a time trial, where you try to beat the clock and improve your time, or you can race against an opponent. Your opponent will be the computer, and you will battle him in a race on the open roads of America. Your goal is to beat him to a greater number of check points. Race hard and fast!

YOU CAN DRIVE ONE OF THREE HOT CARS!!!

LAMBORGHINI- DIABLO



APPROX. PRICE.....$239,000
mid-engine/rear dr./ 5 sp man
5705cc 48v dohc V-12
Comp. ratio.....10.0:1
Bhp@ rpm.....492 @ 6800
Torque @ rpm.....428 @ 5200
1/4 mile.....13.3 s @ 114 mph
Top Speed.....est. 202 mph
Brak. fr 80 mph.....247 ft.
Lat. Accel.....0.91g

FERRARI F-40



APPROX. PRICE.....$260,000
mid-engine/rear dr./ 5 sp man
2936 twin turbo dohc 32v V-8
Comp. ratio.....7.8:1
Bhp@ rpm.....478 @ 7000
Torque @ rpm.....425 @ 4000
1/4 mile.....12.0 s @ 124 mph
Top Speed..... 201 mph
Brak. fr 80 mph.....250 ft.
Lat. Accel.....0.87g

PORSCHE 959



APPROX. PRICE.....$200,000
rear engine/4-WD/ 6 sp man
2849 twin turbo dohc 24v flat 6
Comp. ratio.....8.3:1
Bhp@ rpm.....444 @ 6500
Torque @ rpm.....369 @ 5500
1/4 mile.....12.0 s @ 116 mph
Top Speed..... 197 mph
Brak. fr 80 mph.....245 ft.
Lat. Accel.....0.87g

Your Star Od

A Futuristic Sci-Fi RPG

Cast yourself into the world of space adventure with this sizzling new Role Playing Game. Star Odyssey takes place millions of light years ahead of our own world in a galaxy far away. After being placed into a life capsule as an infant, you have emerged as a gallant warrior. History and the future entwine in this fascinating drama that will take you to the edges of the Galaxy Union Empire.



Animated battle scenes with multi-scrolling backgrounds, voice synthesized magic spells,

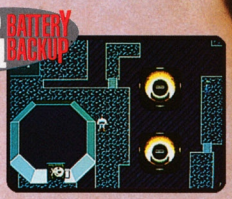
SEGA GENESIS 16-BIT CARTRIDGE



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yssey Begins...

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SAGES CREATION

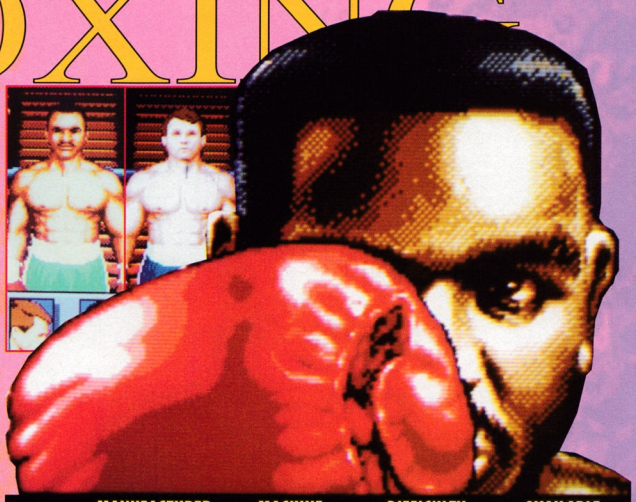
CIRCLE #112 ON READER SERVICE CARD.

EVANDER HOLYFIELD'S "REAL DEAL" BOXING



FIGHT!





FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	AVERAGE	2nd QTR
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	80%

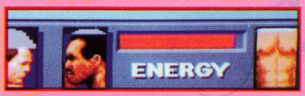
8... 9...10... KNOCK OUT!

The true action of video boxing is on its way to the Genesis. Evander Holyfield's "Real Deal" Boxing, is coming, and it looks hot! Highly detailed graphics, and smooth animation, make Real Deal a cart to put on your wish list. The action is from a side view perspective, and it gives you a view of the two characters from the waist up. The action takes you into a real intense boxing match - Holyfield versus an opponent. This is not much like some of the old boxing games you are used to. You will practically feel like you have really been socked by a punch when your character gets hit. A blow to the face, a body blow, an uppercut, a jab, all the moves of boxing are here, waiting for you to make use of them against some poor opponent. As you defeat opponents, the next one you face will be tougher than the last. Among the other good points of the game, there is also a two player mode, so you can face one of your friends in an all boxing brawl to the finish. Watch your energy though, because if you get past critical levels, you will not fight as well as you did when you started. There are many indicators on the bottom of the screen, so you know your exact level of stamina. If you want some realistic boxing action, on a 16-Bit system, look no further than this cart. Evander Holyfield's "Real Deal" Boxing by Sega, coming soon to a Genesis near you!

BACK HIM INTO THE CORNER!



WATCH YOUR STAMINA!



WEAKEN YOUR OPPONENT!



KNOCKOUT!!!



CAN YOU FLY?
CAN YOU DRIVE?
CAN YOU STRETCH UP HIGH?
CAN YOU...

NO, I'M OUTTA HERE!

SPEED ISN'T EVERYTHING

JAMES POND II, CODENAME: ROBOCOD.

This power-suited secret agent will need every trick in his arsenal (including his notorious flying bathtub) to foil Doctor Maybe's latest plans.









To order: Visit your local retailer or call (800) 245-4525 anytime!

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SEGA GENESIS

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CIRCLE #111 ON READER SERVICE CARD

MAJOR LEAGUE BASEBALL PLAYERS

SPORTS TALK BASEBALL



THE ANNOUNCERS ARE IN PLACE!

Just recently, Sega brought out a new idea in sports games. This concept created sports carts even more realistic then ever before. The big change - they put real announcers inside the press box. The announcers give you a play-by-play analysis of the action that occurs on the playing field. This gives you the effect that you are actually watching sports on television, as well as playing on your Genesis.

Now, Genesis is expanding their sports talk series by adding a new baseball game to it.

The new concept will be very similar to Joe Montana's Sports Talk Football in that announcers will give you a running commentary. Now, you can listen to the announcers cheer when you hit a home run, or listen to them call strikes, outs, balls and fouls.

The baseball game will play like others that have been previously released for various systems, but this one will have the addition of exciting and informative play announcing for added involvement!





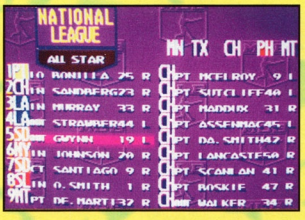
The hitting in this game is similar to RBI Baseball. You see what the catcher would see as you try to hit the ball, or as you smoke a fast ball right past the batter. Once you hit the ball, you will get an overhead view of the field.



The view helps you follow the ball!

FACT FILE

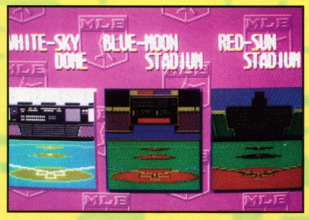
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	MODERATE	SPRING
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	N/A	SPORTS	70%



At the start of the game, you must choose what team you want to be from a list of 26 teams, including two All-Star teams.



Then, you get to pick the players you want! Your options include over 500 major league players from today or yesteryear!



Finally, you need to decide which stadium you wish to utilize for your game! With these options, you have control of your own fun.

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R.B.I.™ 3 BASEBALL



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Superb graphics and action!
All 26 Pro Teams!
Real 1990 Stats!
Plus Division Champs from '83-'89!

MAJOR LEAGUE BASEBALL PLAYERS MLB

SEGA GENESIS 16-BIT CARTRIDGE

PIT-FIGHTER™

Digitized graphics of live action for the meanest, nastiest, hand-to-hand combat!



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8 MEG

SEGA GENESIS 16-BIT CARTRIDGE

CIRCLE #142 ON READER SERVICE CARD.

SEGA GENESIS
16-BIT CARTRIDGE

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8 MEGA-BIT MEMORY

8 MEGA-BIT MEMORY

"MATCH CAESAR'S PROWESS IN A CHALLENGE OF A LIFETIME!"

WARRIOR OF ROME II

™

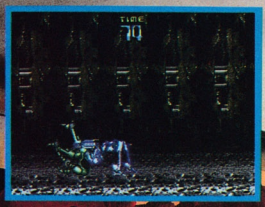
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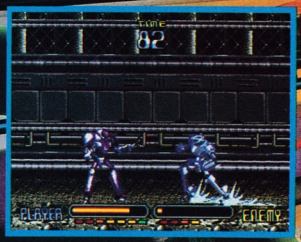
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Amazingly Exciting!





HEAVY NOVA™

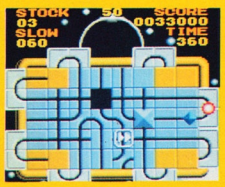
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CIRCLE #175 ON READER SERVICE CARD.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
BALLISTIC	GENESIS	AVERAGE	APRIL
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	5	ACTION	75%

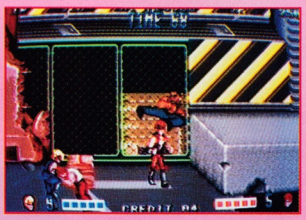
JIMMY AND BILLY LEE GO 16-BIT!

The famous arcade classic that brought a standardization to every fighting game around is now being formulated onto the Genesis! Like the arcade version, you can be either Billy or Jimmy Lee and you must save the beautiful Marian who has been kidnapped by a gang of thugs armed with some of the most powerful muscles ever faced! Venture throughout the City Slums, the woods, a giant warehouse with huge conveyor belts or the main headquarters on your quest. As you travel, use your many different moves to fend off attackers - and maybe get a good crack of a bat across a thug's head while you are at it. Be sure to take a look at this title and see why it is the model for the "street fighting" genre of video games!





Bad guys attack from both sides!





Look out from above or you will get the point!

SUPER-COOL MOVES!









All of the classic blood-curdling moves that gave the coin-op its recognition are here! Use your kicks, throws, punches, and even a hair grab ,with a few knee thrusts in the face, to take out the big boss' goons.





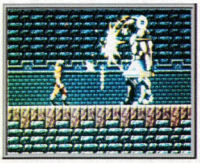
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Valis Fantasm Soldier	Now
Verytex	Now
Voyage Days	Mar.
Wani Wani World	Now
Wing Commander (CD)	Sept.
Wonderboy 3	Now
Wonderboy 5 (5M&Backup)	Now
Wrestle War	Now
Zero Wing	Now

PC ENGINE

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Baseball II (SCD)	T.B.A.
Browning (SCD)	Now
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Davis Cup Tennis (SCD)	Now
Dinoforce	T.B.A.
Double Dragon II (SCD)	T.B.A.
F-1 Circus Special (SCD)	T.B.A.
Forgotten Worlds (SCD)	T.B.A.
Future Boy Conan (SCD)	Now
Gain Ground (SCD)	T.B.A.
Horror Story (SCD)	T.B.A.
Last Armageddon II (SCD)	T.B.A.
Macross (Robotech) (SCD)	T.B.A.
Marble Madness	T.B.A.
Maru II (SCD)	T.B.A.
Monster Maker (SCD)	T.B.A.
Paradius (8M)	Now
Psychic Storm (SCD)	Mar.
Rainbow Island (SCD)	T.B.A.
Ray Xanber III (SCD)	T.B.A.
Shadow of the Beast (SCD)	Mar.
Shubinbin Man 3 (SCD)	Now
Silent Mobius (SCD)	T.B.A.
Slime World (SCD)	Mar.
Space Fantasy Zone (SCD)	T.B.A.
Spriggan 2 (SCD)	Mar.
Strider (8M)	T.B.A.
Super Darius II (SCD)	T.B.A.
Toilet Kids	Mar.
TV Sports Special (SCD)	T.B.A.
Twin Bee	Now
Valis 5 (SCD)	Mar.
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Alien Syndrome	Now
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Dino Wars	T.B.A.
Double Dragon	T.B.A.
Dragon Quest V	T.B.A.
Dungeon Master	Now
F-1 Exhaust Heat	Jan.
F-1 Grand Prix	Now
Final Fight Guy (Limited Ed.)	Now
Gundam F-91	Now
Jerry Boy	Now
Last Fighter	Feb.
Magic Sword	T.B.A.
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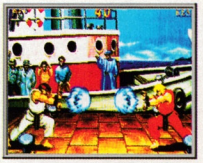
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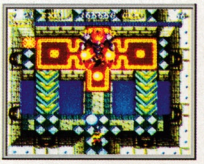
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Aaron Harman,Perry, OK

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Andrew Overland,Mason City, IA
#18 - Cleats of Rage

First Prize

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#6 - Louisville Slugger
Chris Previc,New Cumberland,Pa
#13 - It's gotta be the shoes
Marc Robertson,Baton Rouge,LA
#11 - Elbow Room
Daniel McCoy,Eureka,IL
#6 - Lead Pipe Cinch
George Mehilo,Jr.,Lakewood,Co.
#11 - Adam Smasher
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#19 - Bohemian Brain Bopper
Brian Burmeister,Dewitt,IA
#16 - Nut Cracker
Lance Forest,Champlain,NY
#14 - Hang Ten
Kevin Lee,Columbus,OH
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David Skrivanek,Olympia,Wa
#13 - Quantum Leap
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#1 - I've fallen and I can't get up
Tara Hanlon,Hyattsville,MD
#23 - Nightmare on Rage Street
Ali Smith,Baltimore,MD
#19 - Migrane Headache
Aaron Elder,Annapolis,MD
#1 - Twisted Sister
Jerome Chan,San Francisco,CA
#18 - Agony of Da-Feet
Dell Burns,Gary,IN
#3 - Flipside
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#8 - I said Bud lite
Rosendo Maldonado,Lampasas,TX
#5 - Jane Fonda Back Breaker
Darryl Krystalovich,Thunder Bay,ONT
#12 - Three Stooges Evil Eye Poke
Chad Starr,Hemet,CA
#16 - Gut Buster

Second Prize

Matt Newcomb,Dyersburg,Tn
#14 - Jumpin Jack Smash
Alex Manresa,Miami,Fl
#15 - Don't move,there is a fly in your hair
Steve Ye,Corona-Elmhurst,NY
#12 - Fist of Fury
David Koch,Columbia,TN
#9 - Meat Clever Chop
Hafiz Rollins,Buffalo,NY
#2 - Pumpernuckle Sandwich Chop
Ben Morse,Langley AFB,VA
#7 - Groin Grinder
Tom L'Heareax,Normal,IL
#23 - Grand Slam
ViDuong, Apopka, FL
#7 - Low Blow of Discomfort
Chris Atkinson, Franklin, TN
#17 - Raise your hand if your sure
James Archer, Cave Creek, AZ
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Christopher Sims, Milwaukee, WI
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John Miller, Huntsville, AL
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Atman Smith, Baltimore, MD
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#1 - Wheel of Misfortune
Daniel McConnell, Honolulu, HI
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Bob Wardrop, Spokanne, WA
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Kenyatta Staten, Jamaica, NY
#11 - Atomic Elbow
Dave Zamatowski, Milwaukee, WI
#8 - Beer bottle Bash

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   C. 18 to 25 D. 26 and Up
2. You Are: A. Male B. Female
3. Which Game Systems Do You Own:
   A. Nintendo B. TurboGrafx
   C. Sega Genesis D. Gameboy
   E. Lynx F. SNES
4. How Many Games Do You Own:
   A. 5 and Under B. 6 to 10
   C. 11 to 15 D. 16 or More
5. What Type of Games Do You Enjoy Most:
   A. Action B. Adventure
   C. Role-Playing D. Strategy
   E. Shooter F. Sports
6. Do You Rent Video Games: A. Yes B. No
7. Will You Buy A Good Game After Renting It:
   A. Yes B. No
8. What Influences Your Buying Most:
   A. Magazines B. Television
   C. Radio D. Friend

FREE INFORMATION!

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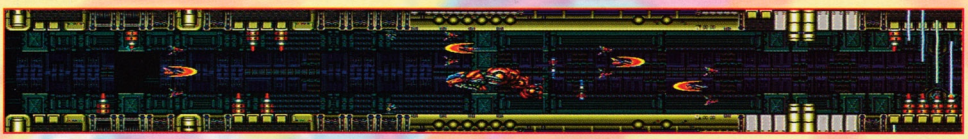
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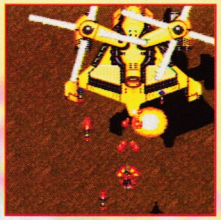
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The following companies are contributing to this contest: Electronic Arts, Konami, Interplay, Nintendo, Irem, NTVIC, Tradewest, Toho, Acclaim, Sony Imagesoft, Hal, Seika, Camerica, Absolute, Atlus, Arena, Namco, Data East, Sega, Accolade, Turbo Tech, Telegames, THQ, Sunsoft.



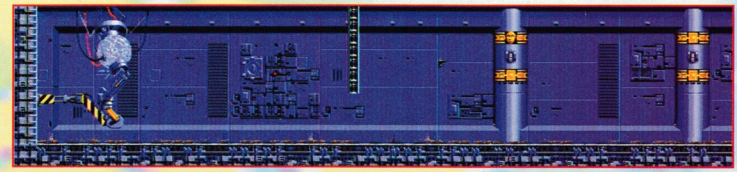
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Winners will be listed in the May EGM!

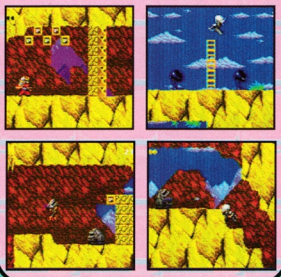
Contest Rules: All entries must be received before April 1, 1991. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sendai Publishing Group, Inc. or to members of an immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is $800. Prizes provided by participating companies and Sendai Publishing Group. Prizes will be forwarded to winner when final production copies are available courtesy of Sendai Publications. One prize per household. Determination of winners will be made through a random drawing. The decision of the judges is final.





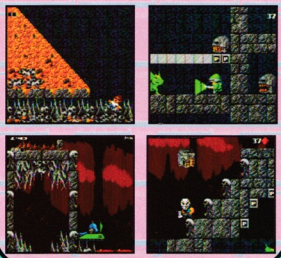
HIGH PASS WATER

This is the second level of the game and the first that should give you a challenge. To finish the level you must climb up the wall.



UNDER SKULL MOUNTAIN

This level has many places you can investigate. Remember, you can walk through some walls! Be prepared to change suits often in order to get through this level.



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	MODERATE	MAR
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLE
	8 MEG	60+	ACTION	60%



TAKE ON DIFFERENT SHAPES WITH UNIQUE POWERS



THE GAME IS ALIVE!!!

The arcade business was booming, and the games were come out faster then ever. There was one problem, all the games were too much like each other. However, there was a new game that was released that blew the others away.

This game was incredible. You could walk inside the game, and once inside, the game created a reality not like your own. You did not use controls - you were the controls.

Everyone came and played this game because it was so realist. A problem developed, the game was a little too real. The boss of the game escaped and began capturing the game players. He was unstoppable, no one had the game-player skills that it took to beat him until, Kid Chameleon came into town. This kid was tough, and he could blow through a game in no time flat. Now, he faces his biggest challenge. He must face a boss who is not made out of pixels, but out of human flesh!

This plays much like a Mario- type game because the only line of attack you have is to jump on the enemy's head. And like Mario, in this game, you can power yourself up so you can shoot, or fly over the enemy. However, in this game there are many more power-ups that you can get. These power-ups are suits you put on which allow you to use your superhero moves. Go to it, Kid!



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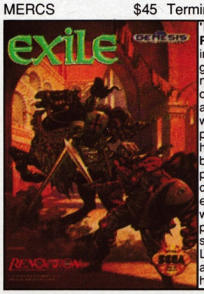
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Atomic Robo Kid $19



'YS 3' from **RENOVATION** is the newest in the series. Adol and Dogi, the ex-thief, set out to destroy an evil force that has entered the Kenai region. Wander the lands and gather clues to the powerful creatures seeking to control the population. Go from the top of a blizzard swept peak to the core of a volcanic dungeon. Arm yourself with a variety of weapons and potions to conquer the army of the night. **$59**

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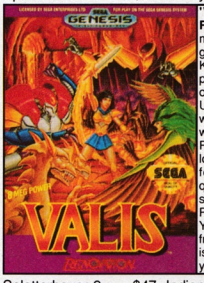


'EXILE' from **RENOVATION** is an interactive role playing game. Join Sadler, the nomadic warrior, on his quest to rid his lands of an evil invasion. You will meet a variety of people, from wandering holy men to bold desert bandits. All of whom possess important clues to aid you on your expedition. Buy weapons and magical potions to increase your strength and vitality. Large scrolling map, and intense hand-to-hand combat. **$56**

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'VALIS' from **RENOVATION** is an 8 megabit adventure game. The fiendish King Rogles stands poised to conquer the other worlds of the Universe: the human world, and the dream world of Queen Valla. Rogles and his five dark lords have taken the force of Yang from queen Valla and sealed it into a Phantasm Jewel. Yako, a young student from the human world, is the chosen one who you control. **$54**

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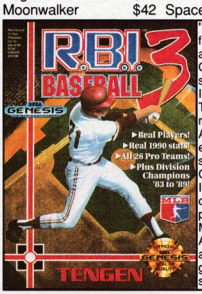


'RINGS OF POWER' from **ELECTRONIC ARTS** lets you assemble a party of sorcerors, magicians, conjurors, and enchanters for a quest of magical combat and exploration. Unleash over 100 animated spells on your opponents: drop them in lava, create a twister, summon a tidal wave or become a dragon. This 1 player 8 Meg cartridge has a save game feature, comes with a hint book and full color map. **$55**

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SEGA KICK & PUNCH

Beast Wrestler $56
DJ Boy $39
Double Dragon $39
Fighting Master $42
Growl $43
Heavy Nova $49
Kageki $42
Moonwalker $42



'RBI BASEBALL 3' from **TENGEN** has awesome game play! Great graphics! & 1990 stats of real pros! Includes all 26 Pro Teams, each with a roster of 24 real players! Actual 1990 stats for each player! Actual stats for Division Champs from '83 to '89! Instant Replay so you can relive the exciting plays! Approved by the Major League Players Association! Plus awesome animation, graphics, music, & sound FX. **$42**

Mystical Fighter $43
Pit Fighter $45
Slaughter Sport $49
Streets of Rage $45
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SEGA SHOOTERS

After Burner 2 $42
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Burning Force $19
Caliber 50 $42
Crossfire $39
Death Duel $49



'PIT-FIGHTER' from **TENGEN** has digitized graphics for super realistic hand-to-hand combat! Every scene, every movement is created form digitally processed graphics of live action for the ultimate in realism! You can be Buzz with his power, body slam & head butt. Or go for Kato's speed, combo punch, flip kick and backhand attack. Be Ty whose feet can do damage with the spin, flying and roundhouse kicks. **$45**

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Klax	$42
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Rampart	$42
Star Control	$52
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Warsong	$49

TG16 ADVENTURE

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Y's 3	$48

TG16 SHOOTERS

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Deep Blue	$19
Dragon Spirit	$19
Fantasy Zone	$19
Ordyne	$19
Psychosis	$27
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Turrican	$39

TG16 SIMULATION

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TG16 KICK & PUNCH

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Skins Game	$54
Smart Ball	$49
Supr Baseball 1000	$49

SNES ROLE PLAYING

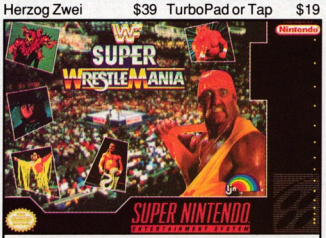
Actraiser	$54
Drakkhen	$54
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Ultima False Propht	$64
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Zelda 3	$54

SNES STRATEGY

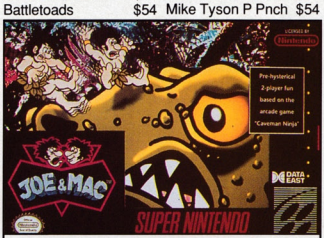
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SNES SPORTS

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Weaver Baseball	$52
World Leag Soccer	$49
WWF Superstars	$54



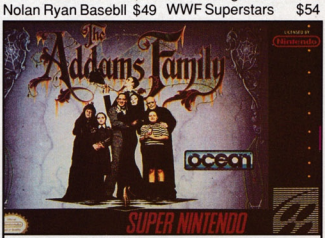
'WWF SUPER WRESTLMANIA' from **LJN LTD.** lets you control superstars like Hulk Hogan, Sid Justice, and others in 1 on 1, tag team, or 4 man survivor series matches. **$54**



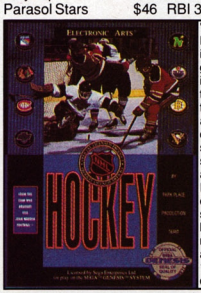
'JOE & MAC' from **DATAEAST** pits cave dudes Joe & Mac against flying pterodactyls and hungry dinosaurs. Uses 2 player simultaneous play over 24 different levels. **$49**



'SMASH TV' from **ACCLAIM** comes right from the arcades. Battle against hordes of cyborg-mutants for the ultimate gameshow prize... your life! With 2 player action. **$49**



In **'THE ADDAMS FAMILY'** from **OCEAN** you and Gomez must escape traps, and battle ghouls & goblins to rescue Morticia, who has been kidnapped and hidden. **$54**



'NHL HOCKEY' from **ELECTRONIC ARTS** is the premier hockey game for genesis. It includes all 22 NHL teams and 2 All Star teams whose players are ranked on 14 different attributes such as scoring, skating, aggresion, and rink awareness. Everything from body checks, hard slap shots, slashing, holding, instant replay, realistic crowd noises, and the penalty box. 1-2 player cooperative or competitive. **$46**



'FINAL FANTASY 2' from **SQUARE** is an 8 Megabit RPG that lets you control 4 characters, fight over 260 enemies and discover 250 items. Includes battery back-up. **$59**

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FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TURBO TECHNOLOGIES	SUPER CD	MODERATE	JUNE
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
CD-ROM	6+	SHOOTER	100%

SPECIAL SUPER TURBO CD PREVIEW!

GATE OF THUNDER

TURBO GETS A BLAST OF THUNDER!

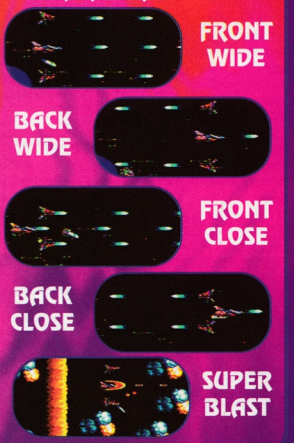
By far, this is one of the most impressive game that we have ever seen for the TurboGrafx CD. This disc will be one of the first pieces of software for the new Turbo Duo. It will also work with the older Turbo CD-ROM with the new 3.0 Super System Card. The game play is non-stop and the music quality is spectacular. The end bosses in this game are truly amazing. They fill the entire screen and attack in an extremely aggressive style. Plenty of firepower and reversible option techniques help make this is one game that shows the Turbo still has the potential to bring the arcade experience home!

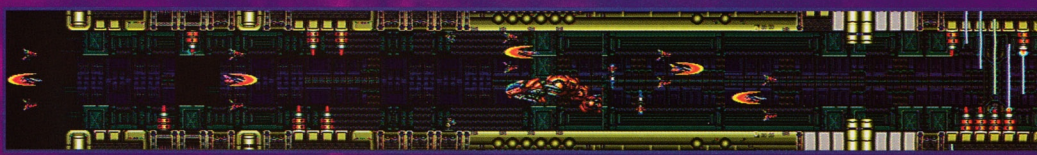


TREMENDOUS FIRE POWER AT YOUR DISPOSAL!



BLOW THE ENEMY AWAY WITH YOUR OPTIONS!



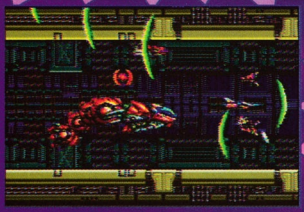


STAGE ONE

Here, you are introduced to the largest enemy ship ever seen on the Turbo! Yes it is even larger than the third level boss of R-type! Destroy as much of this battle cruiser as you can and go against the deadly end Boss that emerges.

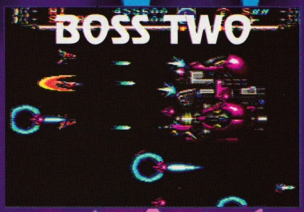


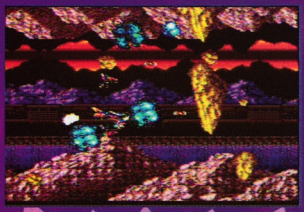




STAGE TWO

Fly through the defense fortress blasting away missiles and laser cannons on the floors and ceilings. Watch out for the walls that will try to smash you from the background. The Boss fires a heat seeking laser as well as huge rings of plasma.







STAGE THREE

This level is filled with large rocks and other hazards. The mountains will close in and try to crush you. You will invade a mining structure where huge flares of lava will threaten your existence. Use Earthquake to get rid of this pesky end Boss.

STAGE FOUR

This is the most heavily armored level yet! The best weapon is the full power wave. It will let you destroy an enemy on the top and bottom. The Boss is extremely tough. Destroy its head and he splits apart. Now, you have to blast two parts at once!



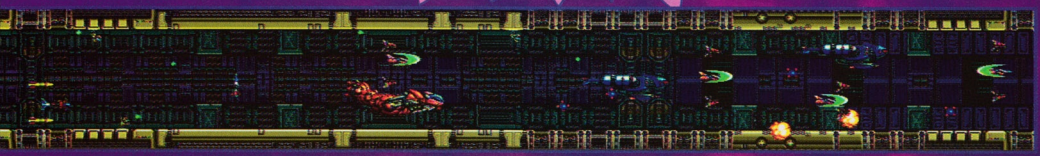




STAGE FIVE

This is the most graphically intense level in the game. Giant sandworms attack from the ground while you are confronted by a large armada of enemy ships. Dive into an underground river and blow a hole through the hideous Boss.





FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GAME GEAR	EASY	MARCH
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
2 MEG	N/A	RPG	100%



AX BATTLER

A LONE WARRIOR RETURNS

After the battle with Death=Adder, the golden axe was given as a gift to mortals. Whoever holds the all important weapon will become ruler of the land. The king hid the axe, but it was stolen by an evil army. Therefore, the king called upon the greatest hero in the land, Ax Battler, to locate and return the fighting blade! As he is the greatest warrior in the land, as well as a loyal subject, Ax Battler is willing to risk his life for the safe return of the axe.

Ax Battler is a new role playing adventure by Sega for the Game Gear. Following the story line of Golden Axe and Golden Axe 2, it takes the game into an entirely different perspective, that being an RPG. The female and dwarf characters are not present in this game, but the involving quest with Ax Battler more than makes up for their losses.

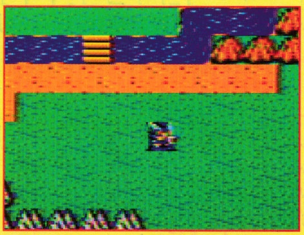
Most of the game is carried out in a top view perspective, but the battle scenes are taken from the same side view perspective as the original Genesis titles. Find the golden axe, and save the land from evil leadership. The king's blessings are yours!



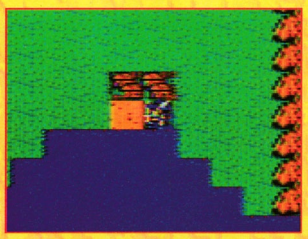
First, talk to the king and learn about your quest. He will impress upon you the importance of your mission! Then, leave the castle.



As you begin your search, you will encounter enemies. Fight them with your sword. (The game play will switch to side view.)



Continue to the East, and find a bridge. To cross the bridge, you must overcome a battle against a dangerous skeleton monster.



Find the town to the south of the bridge. Here, learn more information about your quest, the cave to the east and other surprises.

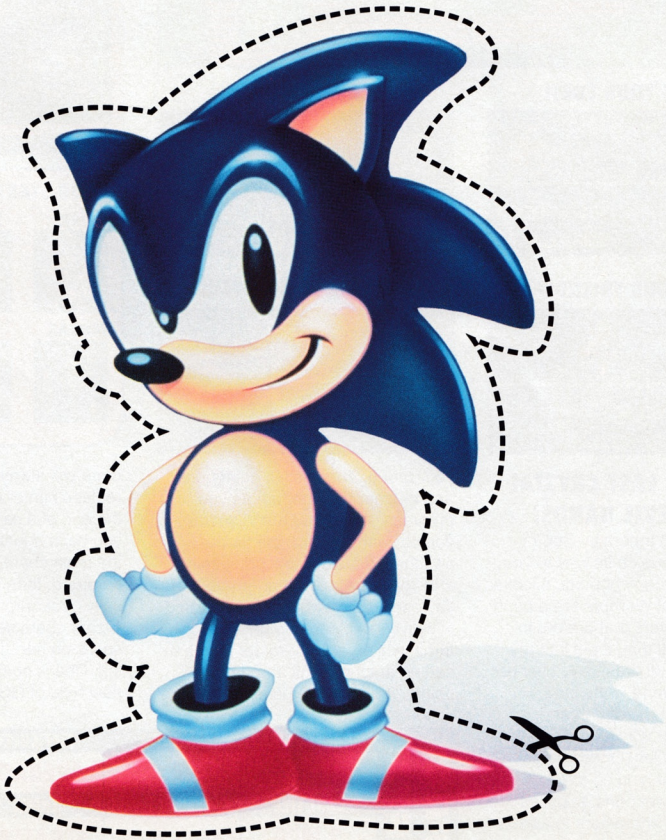


If you are hurt or injured, stop to rest at the inn located in this area of the town. Then, you should go to the cave.

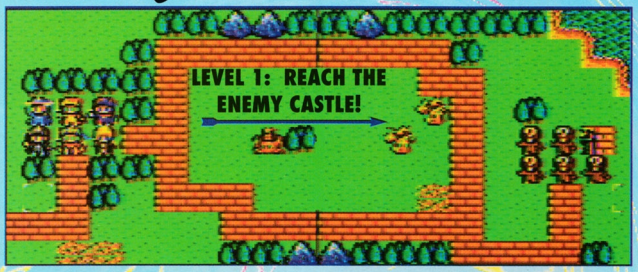


Once in the cave, you must survive another big battle scene, flooded with enemies. Watch your energy !!

Here's one way to take Sonic The Hedgehog™ wherever you go.



CRYSTAL WARRIORS





BATTLE YOUR FOES!



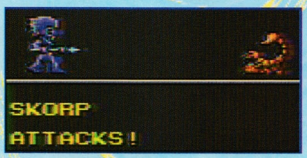
CAST A SPELL!



HEAL YOUR FRIENDS!



SUMMON A MONSTER!



YOUR STARTINGCHARACTERS



SAVE THE LAST CRYSTAL FROM EVIL HANDS!

The Crystal Warriors by Sega for the Game Gear is on its way to you, and for you strategy gamers, it looks hot. The Crystal Warriors are a band of freedom fighters that are out to protect a crystal that, if put into the wrong hands, will drastically change the life of everyone in the land.

You (as this band of fighters), must make your way past evil guards into castles. Once you get through a castle, you go to a town and get better weapons, supplies and even more characters to add to your group. The castles get tougher and tougher to penetrate as you progress. When you are in actual combat with a guard, the game switches to a side view perspective, and you get a role playing-type battle scene. One character is awarded initiative, and then combat goes in turns, while each character haves a certain amount of hit and magic points. If a character is defeated, there will always be someone to replace him or her when you get to the end of a castle. Make sure that you have enough money, though. If the main character, Princess Iris is defeated, then the game is automatically over...protect her well. Use your wizard character to cast healing spells on her. It is fun and challenging. Check outCryslal Warriors for a new type of GG adventure.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GAME GEAR	AVERAGE	APRIL
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
2 MEG	12	STRATEGY	100%

Game Gear's™ the other.



Columns™ (included with system)



Castle of Illusion™ starring Mickey Mouse



Joe Montana Football™



Clutch Hitter™



Chessmaster™



Super Monaco GP™



Sonic is always a cut-up, but if you want him to go, put down the scissors and pick up Game Gear. With 32 on-screen colors, great Sega graphics and optional stereo sound, Game Gear is the only way to play. And Sonic is leading a huge pack of wild games available on Game Gear. Over 75 titles in 1992. So get moving. Get Sonic The Hedgehog on Game Gear.

GAME GEAR™
COLOR PORTABLE SEGA GAME SYSTEM

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GRAND PRIZE!

GAME GEAR Color Portable Video Game System (includes COLUMNS Game Cartridge), SONIC THE HEDGEHOG Game Cartridge, GAME GEAR T.V. Tuner, and an Official NFL Football personally signed by Joe Montana.



FIRST PRIZE!

GAME GEAR Color Portable Video Game System (includes COLUMNS Game Cartridge), SONIC THE HEDGEHOG Game Cartridge, and an Official NFL Football personally signed by Joe Montana.

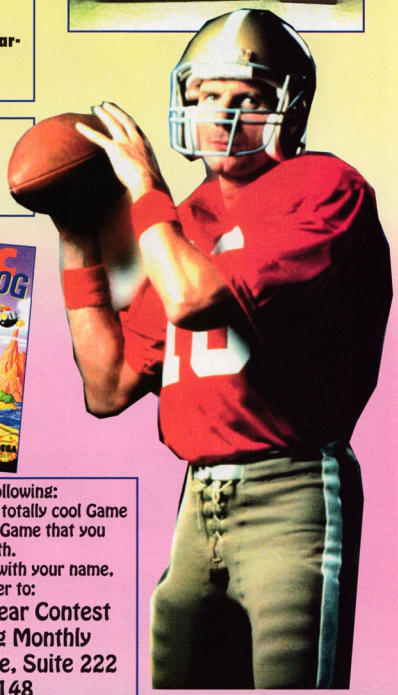


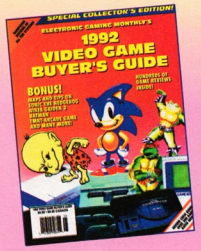
SECOND PRIZE!

GAME GEAR Color Portable Video Game System (includes COLUMNS Game Cartridge) and an Official NFL Football personally signed by Joe Montana.

THIRD PRIZE!

Official NFL Football personally signed by Joe Montana, a Joe Montana T-Shirt, and 1992 Video Game Buyer's Guide.





FOURTH PRIZE!

An Official NFL Football personally signed by Joe Montana.

50 FIFTH PRIZES!

A Joe Montana T-shirt and a 1992 Video Game Buyer's Guide.



GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

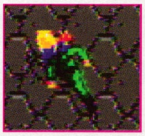
To enter the contest, just do the following:

1) Think of a wild, wacky, crazy or totally cool Game Gear Accessory or Game Gear Game that you think Sega should come out with.
2) Write it on a POSTCARD along with your name, address, age and phone number to:

Joe Montana Game Gear Contest
c/o Electronic Gaming Monthly
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Contest Rules: All entries must be received between February 10, 1992 and April 10, 1992. EGM or the judges are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. Illegible or incomplete entries are ineligible. Employees of Sendai Publishing Group, Inc. or, Sega of America and their affiliates are ineligible to enter. Sega and Sendai reserves the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by Sega of America and Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Value of prizes: Grand ($650), First ($500), Second ($450), Third ($320), Fourth ($300), Fifth ($20).

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TELEGAMES	LYNX	MODERATE	APRIL
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	RPG	100%



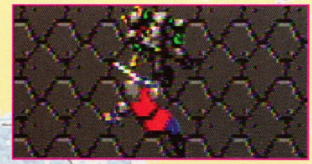


THE GUARDIANS: STORM OVER DORIA

STORM OVER DORIA

For you role playing game fans out there who own a Lynx, here is a game for you. The Guardians: Storm Over Doria is a new RPG that features a three quarter top view perspective with a short quest theme. The action starts out when you choose your character, which can be a knight, one of two wizards (each with a different magic), or a woman with a mean bow. The mission is to save a kingdom.

A king from a far off land is greatly distressed by the kidnapping of his son by an evil wizard. In 30 days, he must renounce his throne to this wizard, or he will bring eternal cold to the land. Thus, the king asks for help from a noble adventurer to save his kingdom and son. The game starts in a city, where you must buy weapons and equipment for your job, and learn information from the townspeople. After this, challenge the labyrinths and defeat the monsters that stand in your way. The game also goes to a giant map screen that you can scroll around to find your way. When you locate your destination, move the cursor on the screen to this area, and you can enter it. Start your quest at the king's castle, and then go to the first town. Mingle among the locals and learn the different customs and attitudes of the people. After this, travel through mazes in the underworld. Here, you can find what you seek! For a new and exciting quest with crisp graphics and a cool theme, check out this Atari Lynx game.



Prepare for battles at every turn!



This is the first of the four warriors. She uses a bow to defeat her enemies. She is not too powerful, but she is fast. She can take on bad guys as efficiently as her friends.



This knight is the most powerful of the four heroes. He uses a devastating sword slash to overcome evil. He is above average in all of his attributes, so be sure to use him.



This mysterious wizard is a good fighter. He uses small magic spells to beat foes. His magic staff can take out some tough contenders, but physically, he is not very fast.



This wizard is fast, but not very powerful at all. Yet, the magic he uses can take out even the most powerful of foes with one blast. He does not look tough, but do not be fooled!



Here is the land that you must travel through in your quest. You will find obstacles standing in your way, so use each of the heroes wisely in order to survive in a given area. Remember to watch your back!

FACT FILE

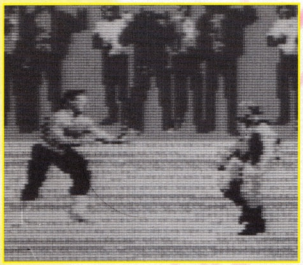
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
THQ	GAMEBOY	AVERAGE	APRIL
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
2 MEG	9	FIGHTING	100%

BIG COMPETITION ON THE LITTLE SCREEN!

The fighting action of the arcade classic from Atari is here. With NES, Super NES, and Genesis versions either available, or on their way, why not have one available for GameBoy owners.You asked for it? Here it comes! Check out this special CES Preview for all of the hot information on this cool cart.

Awesome game play and digitized graphics are offered on this Game-Boy! Choose from the three original fighters. First, there is Buzz, the ex-pro wrestler. Choose him for power. His specialties are the body slam, the headbutt and the pile driver. Second, there is Ty, the kick boxing champion. Choose him for agility. His special moves are the spin kick, the flying kick and the roundhouse. Third, there is Kato. He is a third degree black belt, so choose him for speed. His powerful moves include the combo punch, flip kick and the backhand. All three characters are basically adequate fighters, so that once you master the game with one character, you should be able to beat it with any one of the three characters. Battle an array of different opponents. Throw knives, barrels, stools, and even motorcycles at them. Pit Fighter is a good translation for the GameBoy. Although it is an 8-Bit title, it has the look and feel of the arcade game. There are a few small details missing, like color, but all in all, Pit Fighter GB will have you coming back for more.

FACE OFF!



PUNCH!



KICK!



THROW!



KNOCKDOWN!



YOU CAN MAKE IT!



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YOU MADE IT!



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You will be able to throw these at the enemy for a long range attack.





The bat-rope will help you to swing across many "pitfalls."

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SUNSOFT	GAMEBOY	AVERAGE	JUNE
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
2 MEG	144	ACTION	80%

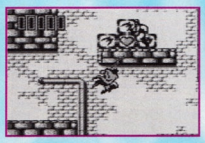
THE CLOWN PRINCE OF CRIME RETURNS!

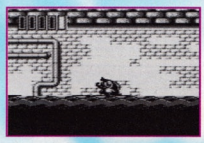
That is right! The awe-inspiring title from the NES is now entering the portable arena for a second bout with the Joker and his henchmen. Enter: a whole slew of different enemies with all new tricks up there sleeves, such as enemies tossing metallic disks at you. Some are even armed with huge tanks that throw out grenades at you.

In order to get up to the level that contains the Joker, you will first have to contend with three of his most deadly allies - Dark Claw who leaps and slashes at you. The Shogun Warrior will strike with gleaming blades, and Foul Ball will really deliver a good hit!

Gotham City is counting on you to save the day!

STAGE ONE - THE SEWERS

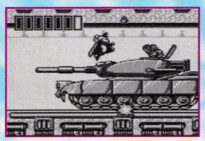


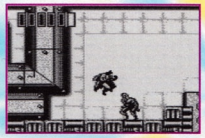




The sewers contain really cool special effects such as a waving water pool never seen on a GameBoy screen! Stick close to the ceiling and try to get to the leaping Dark Claw!

STAGE TWO - THE MACHINE FACTORY

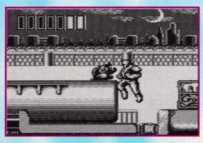


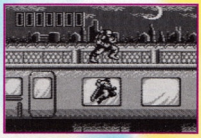




Throughout the factory, there are many dangerous areas, so timing is very important. Also, make sure you have a healthy supply of batarangs for the tank and the Shogun Warrior!

STAGE THREE - THE SPEEDING TRAIN







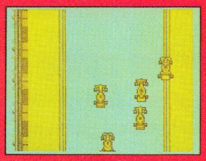
There is only one type of enemy that will try to stop you, and that is the mad, charging creature Foul Ball! Simply leap over him. Then, just duck and hit him. This Boss will fight!

VAP GAME

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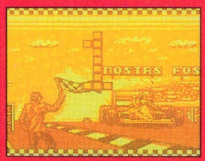


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Continued from Page 18

LICENSING PROBLEM...

January 13, 1992

Dear Mr. Harris:

On page 16 of the November, 1991 issue of your publication, Electronic Gaming Monthly magazine, there appeared an editorial response to several letters from readers concerning the video game *Battletoads*. In that editorial response, you referred your readers to a product called the *Game Action Replay* by Acemore International Ltd. In your concluding remarks you stated as follows:

"Best of all, the GAR [referring to the *Game Action Replay*] is a licensed Nintendo accessory..."

Please be advised that the *Game Action Replay* is not now presently, nor has it ever been in the past, licensed or endorsed by Nintendo. We appreciate your taking prompt action to correct this misrepresentation and to insure that similar misrepresentations are not made in the future.

Thank you for your cooperation.

Very truly yours,

Nintendo of America Inc.
Lynn E. Hvalsoe
General Counsel

(Ed. Ms. Hvalsoe is correct in that the Game Action Replay is not a licensed Nintendo product. Back in September 1991 when we were working on the article, a spokesperson from Acemore told us that Nintendo was very enthusiastic about the Game Action Replay and that they were expecting preliminary confirmation of the license at any time. Since then, Acemore has transferred the rights of the Game Action Replay to STD Entertainment (USA), Inc. and STD being the new owner, resent the licensing request to Nintendo. This request was denied on January 2, 1992.

Even without the Nintendo seal of approval, we still believe that the Game Action Replay is a spectacular peripheral and one which players should consider purchasing. By being able to save virtually any game into memory and come back to it at a later point in time is a feature which dramatically adds to any cartridge.)



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	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	20	ACTION	100%



SUPER ADVENTURE ISLAND

THE ADVENTURE OF A LIFETIME!

Super Adventure Island is one of the hottest carts available for the Super NES. The graphics are colorful and full of great animation and the music is some of the best on the Super NES. The U.S. National Video Game Team is here to help you get through this great cart and give you the secrets and techniques to play like a pro. You are Master Higgins and the evil Witch Doctor has once again taken your sweetheart from you. You must go after her and brave 20 levels of wilderness and adventure. We've included special maps and strategies to help you get through the toughest spots in the game. Soak it all in and then go after your main squeeze.

COLLECT THE POWER-UPS TO SURVIVE!



DA SLEDGE HAMMER

KEEP COLLECTING THE SAME WEAPON FOR MORE POWER.



DA BOOMERANG

DA FRUIT

EAT THE FRUIT TO STAY ALIVE.

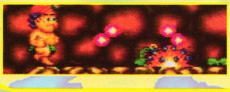




DA SKATE BOARD



USE THE SKATEBOARD TO GET THROUGH FASTER.

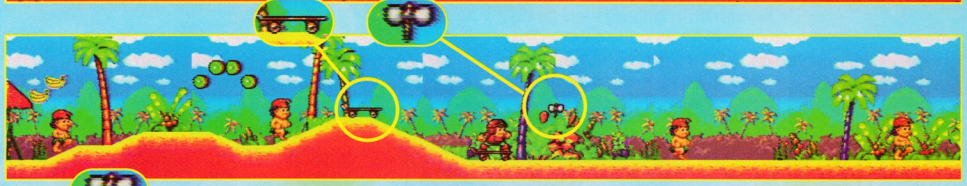


AFTER YOU POWER-UP YOUR WEAPON 4 TIMES YOU CAN DESTROY ROCKS WITH YOUR SHOTS.















This level is pretty basic. Learn how to control Master Higgins and practice the super jump move while running. You'll need to know how to do it later in the game. If you keep the skateboard to the end of the round you should get 8000 bonus points!



NEW SUPER JUMP MOVE
To Jump really high without running just hold down on the control pad and press the jump button.





LEVEL ONE-TWO



This level is filled with all types of moving platforms and other dangers. If you get to the spot shown to the left and have the Boomerang, there is a way to avoid the hammer. Use a Super Jump to get over the hammer. Do the jump when the platform is all the way to the right. Later in the round, there is a hidden star. All you have to do to uncover it is stand next to the wall and jump straight up. Higgins will do a macho dance.



Find a bonus in part two of each world.

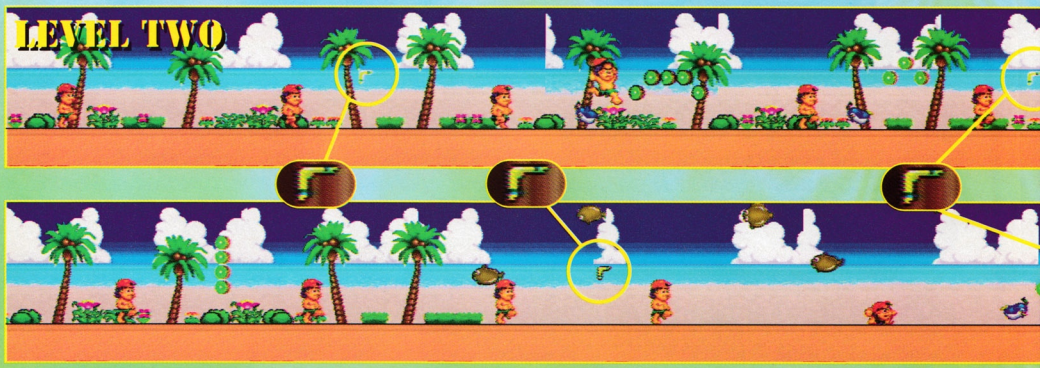


BONUS ROOM ONE

In each bonus world you can get a 1-Up. You must get all the items and then the icon will appear.

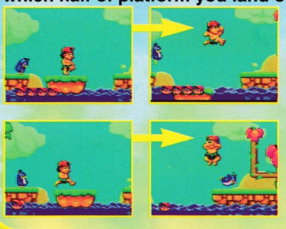


LEVEL TWO



LEVEL TWO-TWO

This level has many dangerous jumps to make and about midway through the level there is one that has many players stumped. If you jump off a certain ledge a little penguin will follow you by jumping in the water or flying across to attack you. What he does depends on which half of platform you land on. Left is bad and right is good.



If you have Boomerangs you can shoot down and kill the penguin.



Find the Bonus Round by jumping on the left side of the platform shown above.

BONUS ROOM TWO

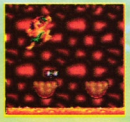
Be sure to jump as high as you can off of the last trampoline if you want to get the 1-Up that appears.





LEVEL ONE-THREE

You can avoid the hammer on the rock at the beginning of the stage with a Super Jump. Do not try jumping over the candles unless you are skilled at using the Super Jump. You should keep the Boomerang for the end Boss.

LEVEL ONE-FOUR: DA BOSS



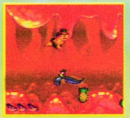

If you have the Boomerang just walk under the Boss and shoot straight up 9 times and he's dead. If you have the hammer it will be a little tougher. You should stand on the left or right of the Boss and do a Super Jump and shoot him in the head. Jump over the flames that come from his mouth.






LEVEL TWO-THREE

Master Higgins will be swallow by a huge whale and will-have to swim his way through its body. The safest place to stay is at the top of the screen and shoot bommerangs down towards the enemies. Be sure to stay afloator you'll drown.

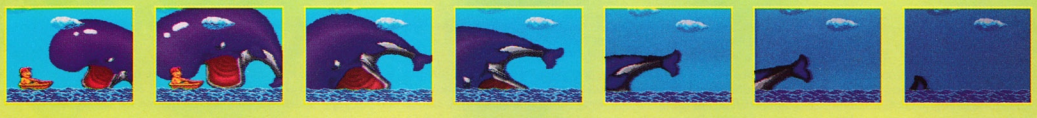



LEVEL TWO-FOUR: ANADA BOSS




This Boss isn't as bad as he looks, just stay away from that tentacle. If you have the Boomerang you have to get in front of him to hit him. If you have the hammer you can stay at the upper left corner and hit him in the head. Watch for the fish that he send after you. Each weapon has its pros and cons.



LEVEL ONE-TWO



This level is filled with all types of moving platforms and other dangers. If you get to the spot shown to the left and have the Boomerang, there is a way to avoid the hammer. Use a Super Jump to get over the hammer. Do the jump when the platform is all the way to the right. Later in the round, there is a hidden star. All you have to do to uncover it is stand next to the wall and jump straight up. Higgins will do a macho dance.



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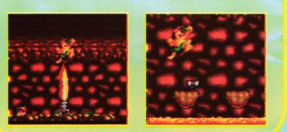
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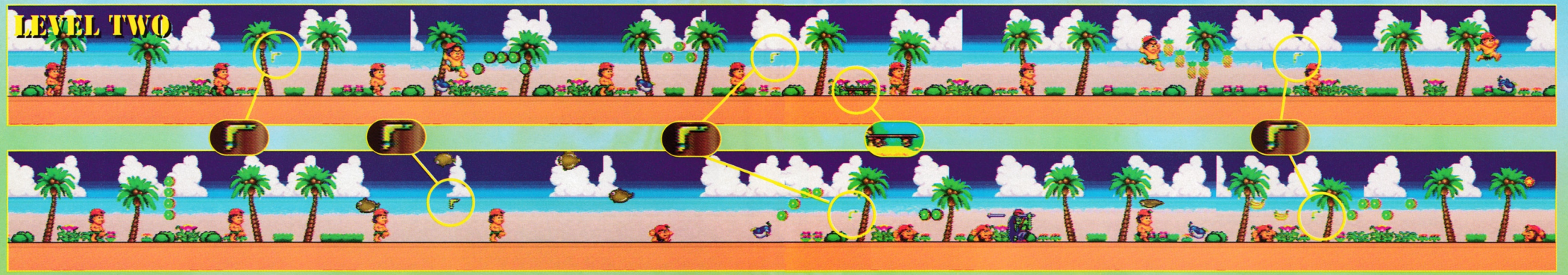
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LEVEL TWO



LEVEL TWO-TWO

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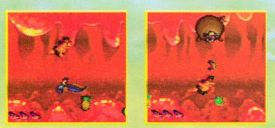
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U.S. NATIONAL VIDEO GAME TEAM INTERNATIONAL SCOREBOARD

VIDEO GAME HIGH SCORES

Effective January, 1992

Game of the Month High Scores!!

This Month's Game...

Super Mario World



1. **Kenneth Li** — **9,999,990**
2. Jameson Barney — 9,999,990
3. James Foster Jr. — 9,999,990
4. Marc Klenotic — 9,999,990
5. Richard Sauther — 9,999,990

Send Scores For...

Super R-Type

All entries by April 15

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NINTENDO

Game	Score	Player
Adventure Island 2	272,040	Edouard Charbonneau
Batman	6,802,500	Jeff Arensmeyer
Battletoads	999,999	Jason Klinger
Castlevania 3	999,999	Peter Klaus
Double Dragon 2	9,999,990	Edouard Charbonneau
Dr. Mario	1,022,400	Stephen Krogman
Godzilla	11,111,310	David Wright
Guerilla War	219,400	Stefan Zarzynski
Heavy Barrel	999,900	Stephen Krogman
Jackel	999,980	Stephen Krogman
Kabuki Quantum Fighter	6,957,990	Edouard Charbonneau
Karnov	701,010	Edouard Charbonneau
Marble Madness	147,110	Jason Turka
Mega Man	9,999,900	Jeff Adkins
Palamedes	769,170	Stephen Krogman
Paperboy	191,300	Glenn Stockwell
P.O.W.	311,500	David Wright
Rad Racer	62,403	David Wright
Rampage	42,999,963	Stephen Krogman
Road Blasters	999,999	Ralph Barbagallo
Rolling Thunder	999,900	Stephen Krogman
Sqoon	12,012,210	Glen Stockwell
Super C	9,999,990	David Wright
Super Mario Bros. 3	9,999,990	Sergio Stugar
Tetris	855,781	Gary Gold
TMNT	9,999,900	Chris Nygaard

ARCADE

Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
Arkanoid	1,165,910	Stephan Krogman
APB	1,002,324	Greg Gibson
Diner(Pin)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Robocop	2,240,600	Stephan Krogman
Smash TV	12,624,000(1 play)	Greg Gibson
Super Contra	10,640,310	Martin Alessi

SEGA

Game	Score	Player
After Burner	13,572,900	Christopher Sims
Altered Beast	234,400	Alex Stamos
Black Belt	999,900	Rob Siegmann
Double Dragon	627,000	Todd Feller
Moonwalker	21,020	Vince Tennant
The Ninja	1,924,650	Vince Tennant
Pro Wrestling	996,400	Vince Tennant
Rampage	998,155	Christopher Sims
Rastan	31,139,300	Christopher Sims
R - Type	1,128,500	Brian Gaudreault
Shinobi	1,165,750	Todd Bustillo
Space Harrier 3 - D	35,257,970	Dan Lee

GENESIS

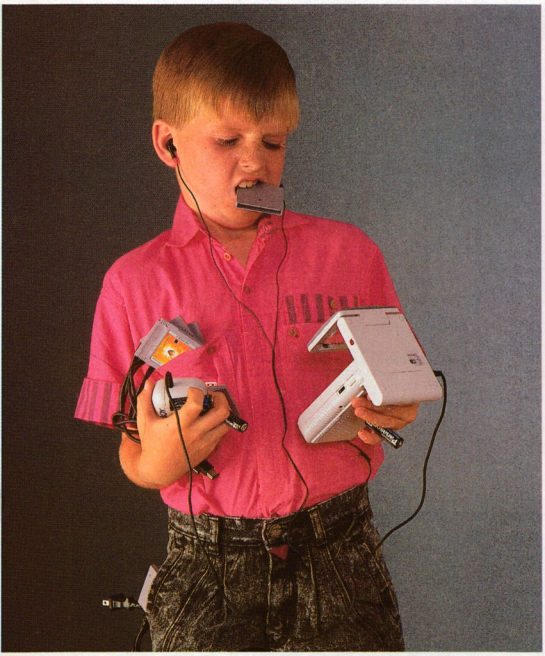
Game	Score	Player
Batman	933,600	Todd Bustillo
Buster Douglas	22,250,080	Shea Lamb
Castle of Illusion	29,218,800	John Stukey
Columns	99,999,989	Keith Danforth
Gaiares	1,791,041	Jim Hakola
Ghouls & Ghosts	2,272,300	Rick Lico
Moonwalker	3,365,400	Kin Yu
Musha	155,997,820	Teddy Meadows
Phelios	2,513,640	Tony Desilvey
Sonic the Hedgehog	9,999,990	Brian Herrmann
Strider	327,550	Jason Walinske
Thunder Force 3	7,961,680	John Dekker

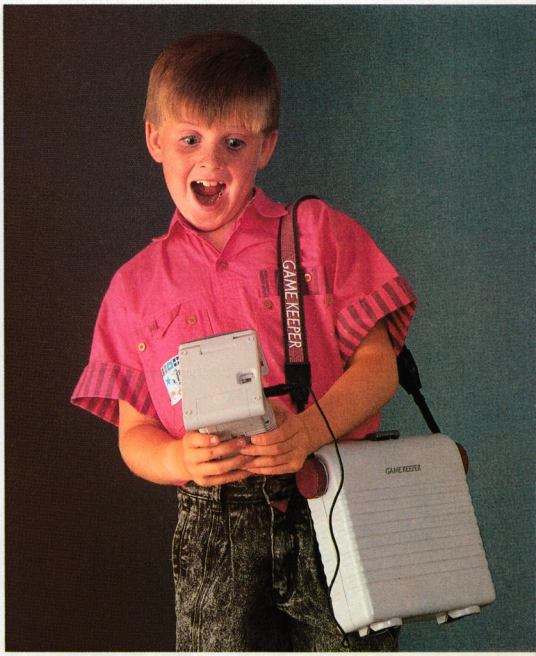
TURBO

Game	Score	Player
Blazing Lazers	99,999,999	Dale Scordino
Bloody Wolf	35,764,000	Rikky Graham
Bonk's Adventure	999,999	Chris Nygard
Cyber Core	9,999,900	Josh Winter
Dragon Spirit	639,670	Randy Lewis
Galaga 90	1,504,140	Jeff Yonan
Klax	3,460,750	Jonathon Paleologos
Monster Lair	561,090	Paul Cinker
Pacland	2,758,110	Rich Dietz
R-Type	999,800	Chris Nygaard
Space Harrier	31,265,570	Jim Hakola
Splatterhouse	99,999,900	Chris Nygaard
Super Star Soldier	13,442,900	Jeff Yonan

Rules - All scores on Super R - Type must be received by April 15, 1992. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, Il 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final. For up to the minute high scores call 1-708-916-6474.

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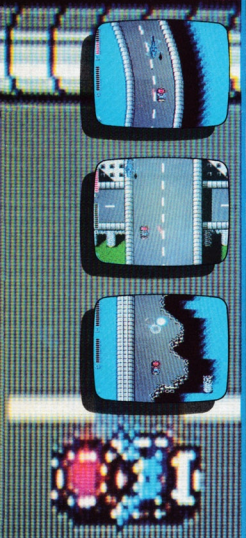
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